



“Preboot”
1034-243
FINAL Board



Date 12/18/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board
- ☒ Final Board 12/18/15

Adventure Time Created by
Pendleton Ward

Supervising Director
Elizabeth Ito

Storyboard by
Adam Muto &
Aleks Sennwald

Animation Studio
RDK

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



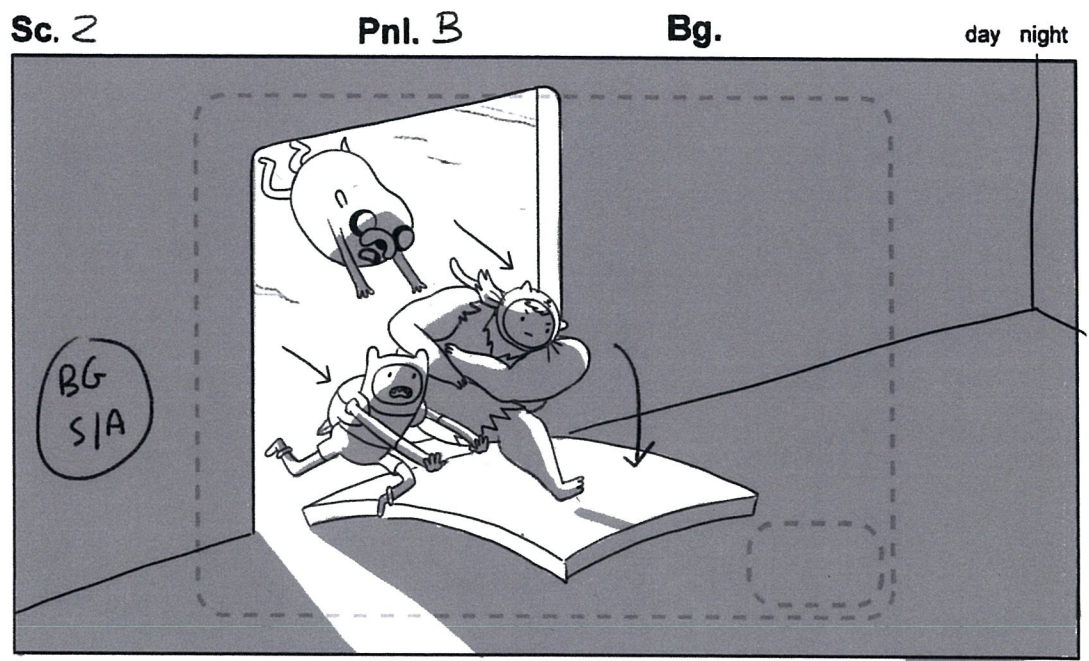
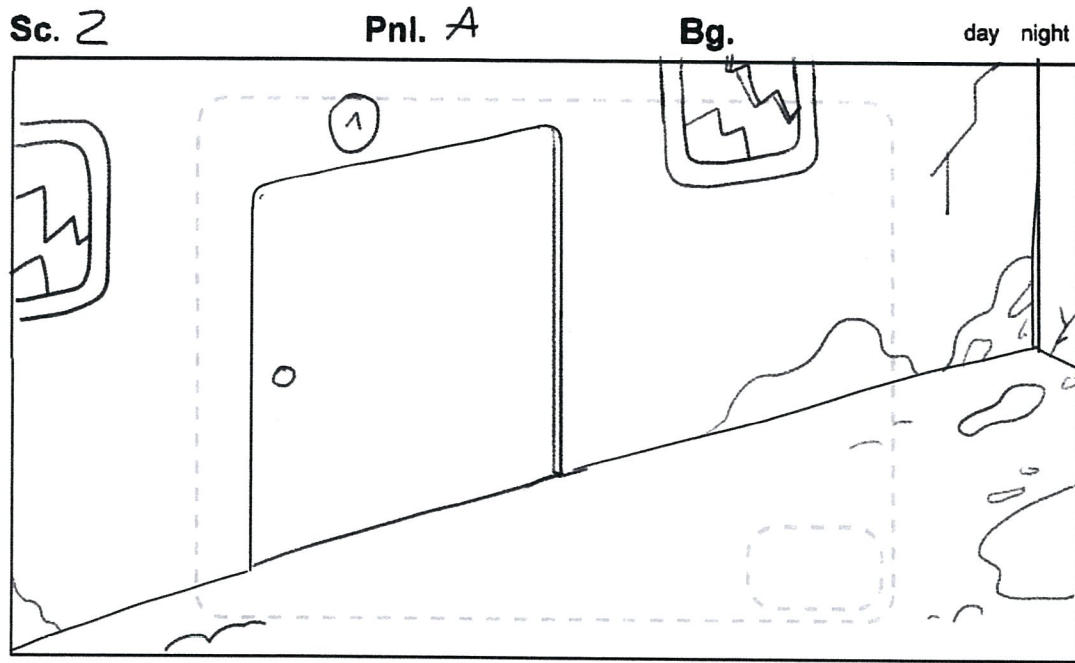
Sc. Pnl. Bg. day night

Sc. 01 Pnl. A Bg. day night

Dialog:	FINN: (cvs) 1,2,3,GO!
Action:	- Low tide IN BEAUTOPIA
Timing:	

EPISODE # 1034-242
Production :

ADVENTURE TIME



Dialog:	
Action:	
Timing:	
<p>SFX: *CRASH*</p> <p>F, J, S crash through door</p>	

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

EPISODE # 1034-243
Production :

ADVENTURE TIME



No Sc3

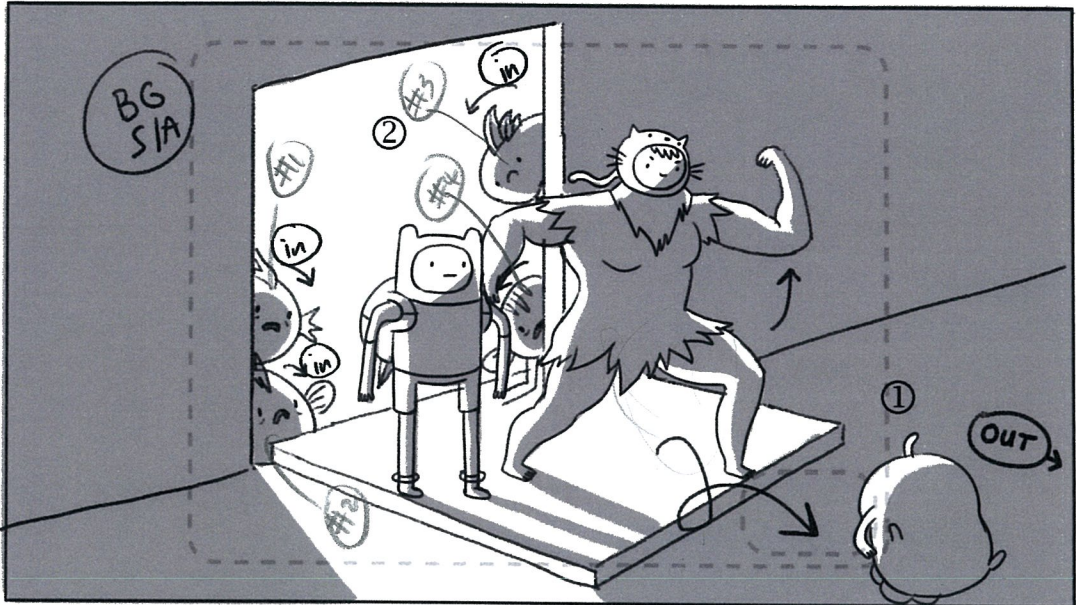
Page 04

Sc. 2

Pnl. E

Bg.

day night

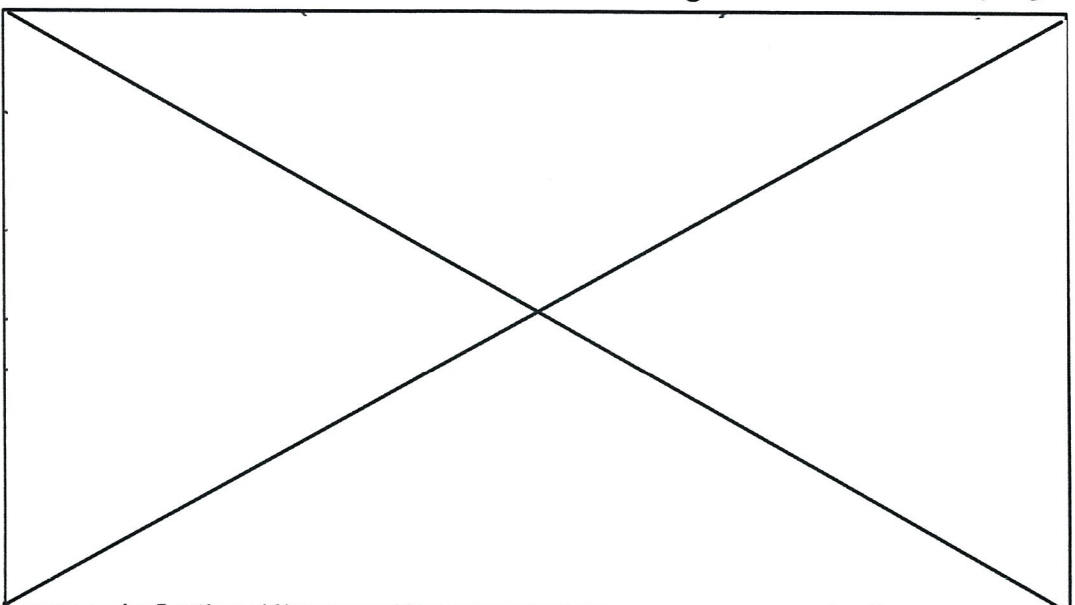


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

-J. TUMBLES OFF/S

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME

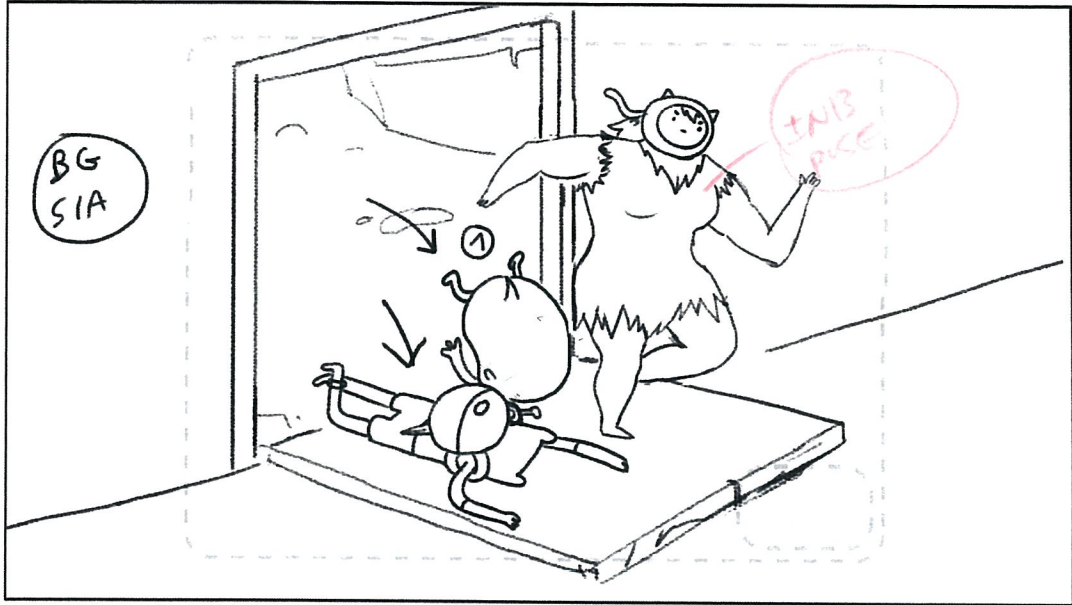


Sc. 2

Pnl. C

Bg.

day night



Sc. 2

Pnl. D

Bg.

day night



Dialog:

J: Woops.

Action:

J TUMBLES
OVER FINN

Timing:



J rolls over F

EPISODE # 1034-243

Production :

ADVENTURE TIME

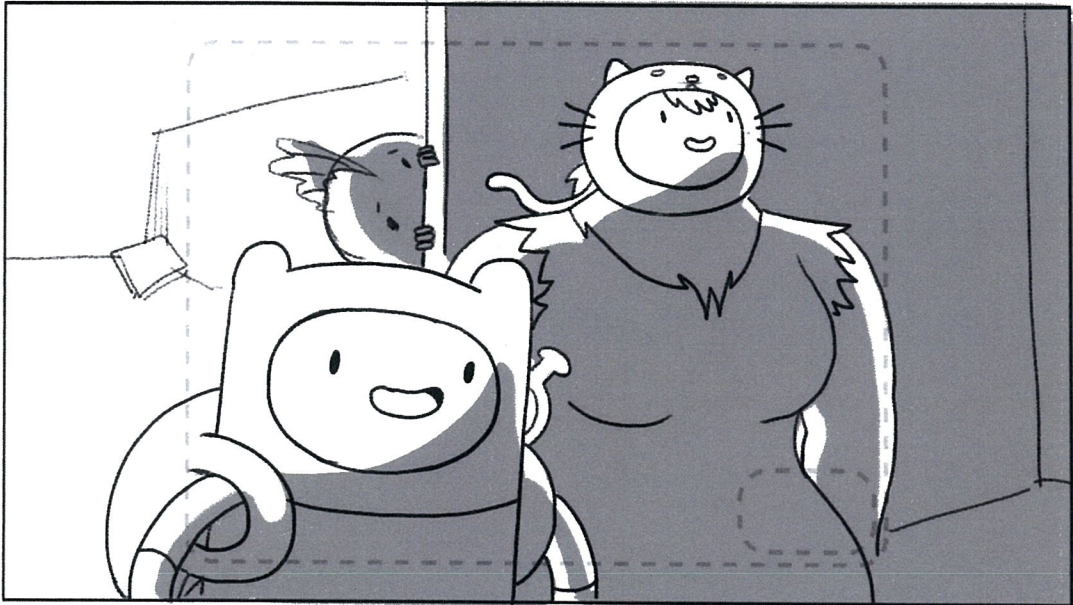


Sc. 4

Pnl. A

Bg.

day night

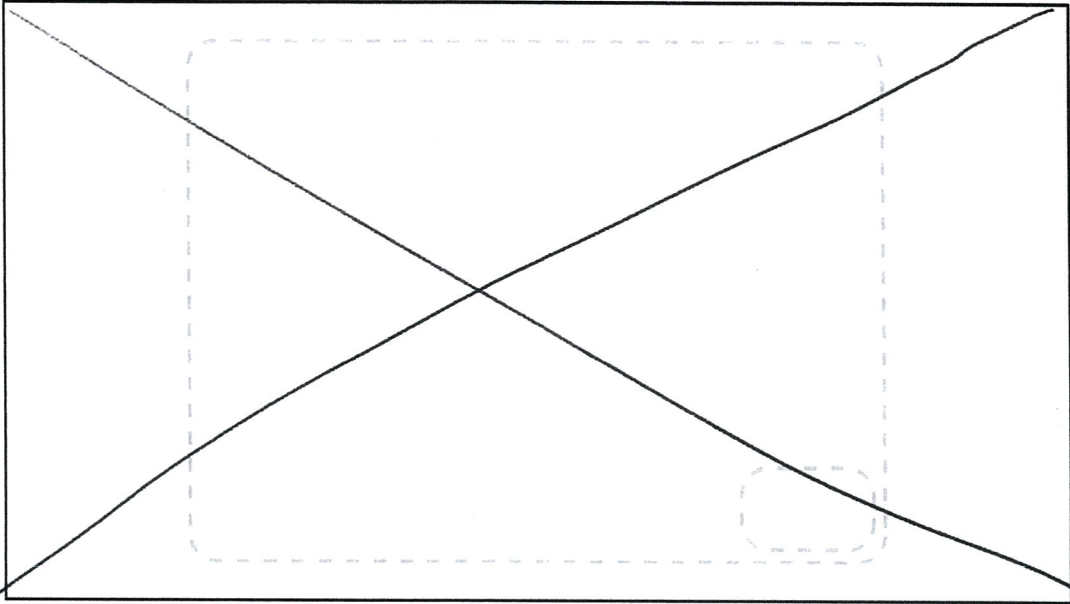


Sc.

Pnl.

Bg.

day night



Dialog:
(F)

LOOK WHAT TREASURES
THE LOW TIDE HAS REVEALED...

Action:

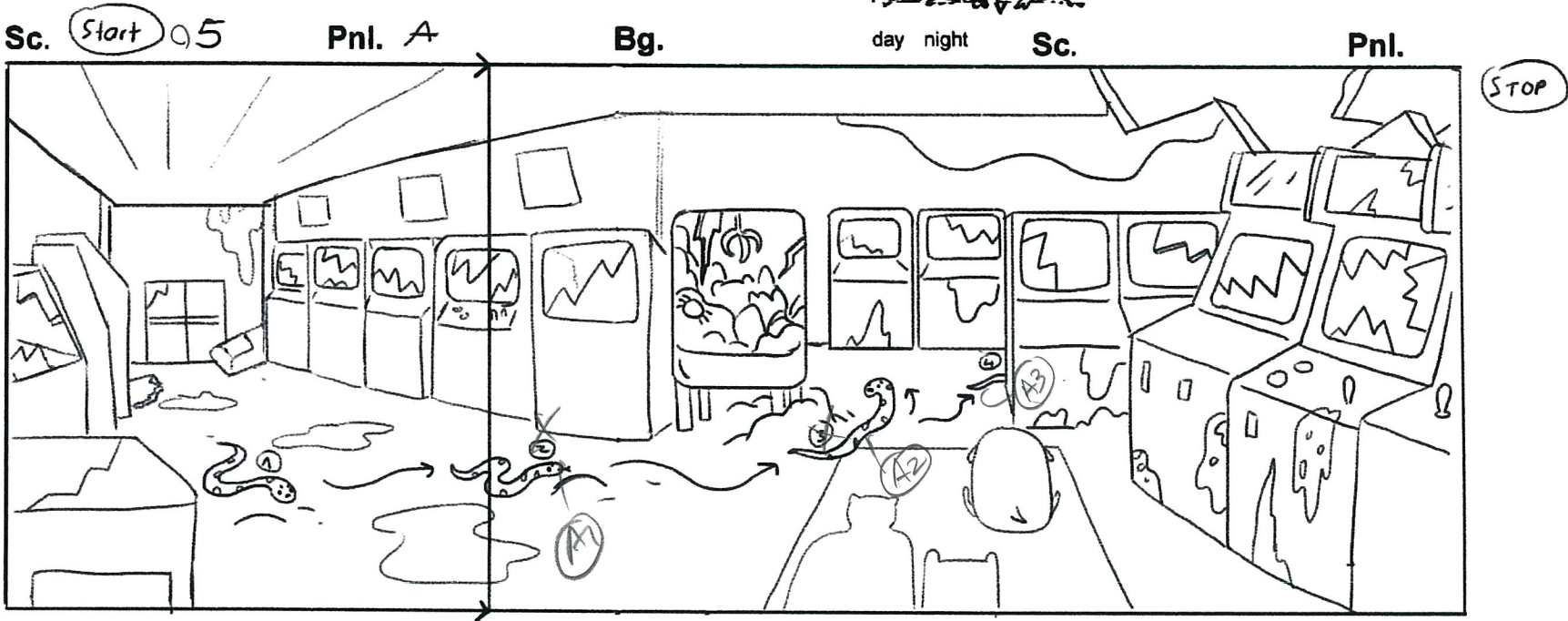
Timing:

EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	Snake (offended): My door! Camera follows the snake. The snake disappears behind an arcade booth.
Action:	
Timing:	

ADVENTURE TIME



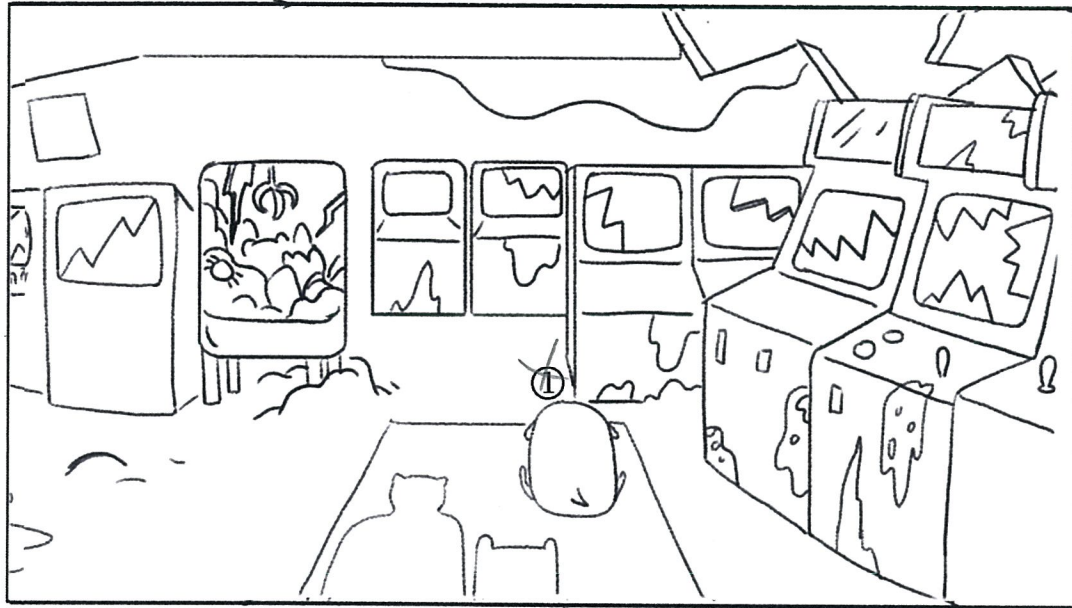
Page 07

Sc. 05

Pnl. B

Bg.

day night

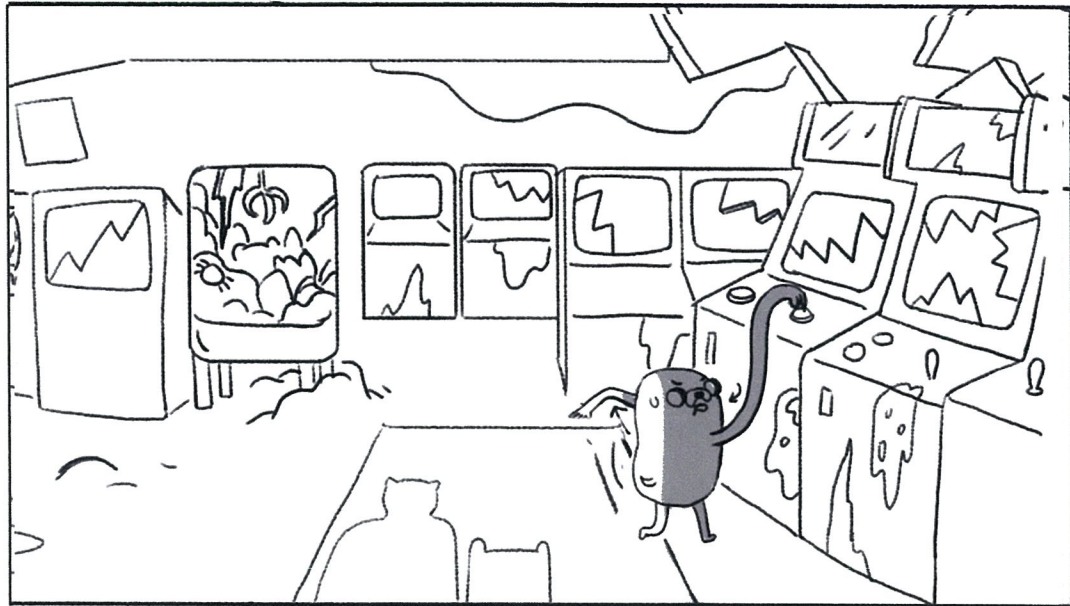


Sc. 05

Pnl. C

Bg.

day night



Dialog:

J : I don't know --

Action:

Timing:



Production :

1034-242

ADVENTURE TIME



Sc.05

Pnl. D

Bg.

day night

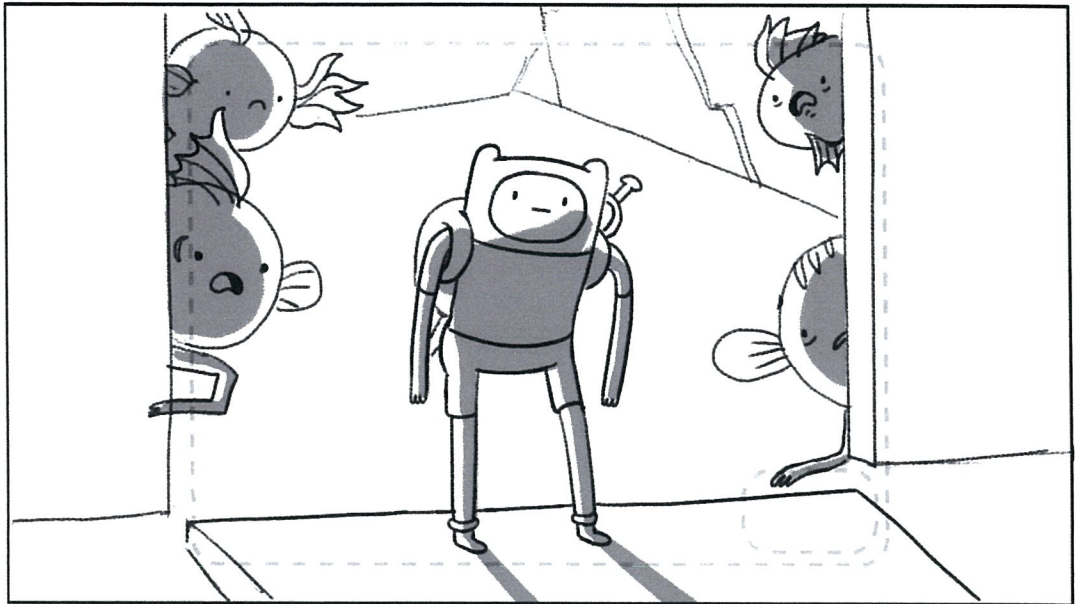


Sc.06

Pnl. A

Bg.

day night



Dialog: J: This place's kind of a Bust, man.

Action: - Jake's button mashing
(V) (H) J. HIND

Timing:

1034-242

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

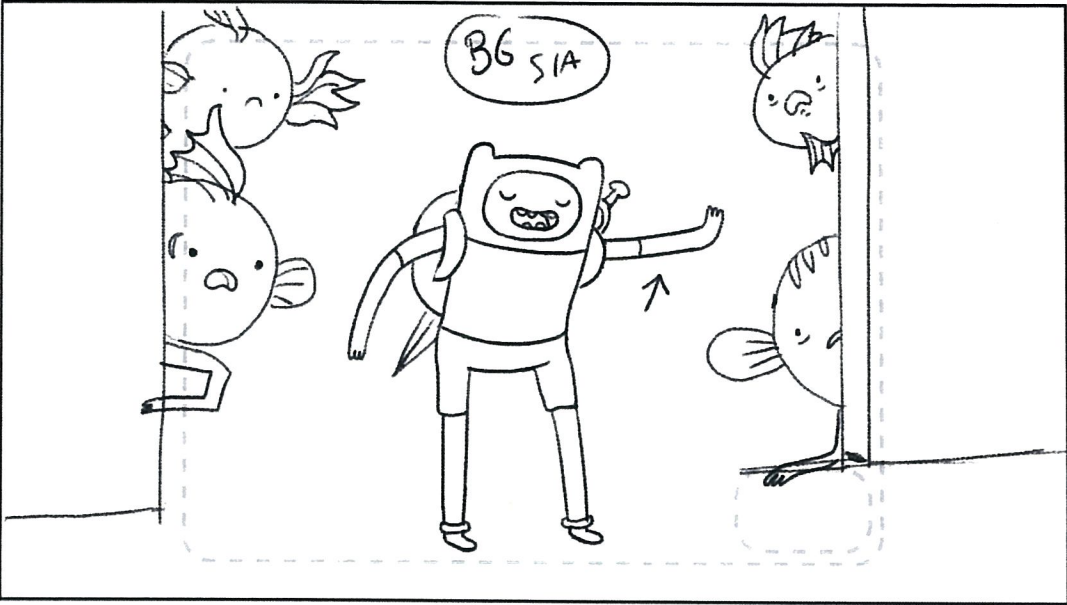


Sc. 06

Pnl. B

Bg.

day night

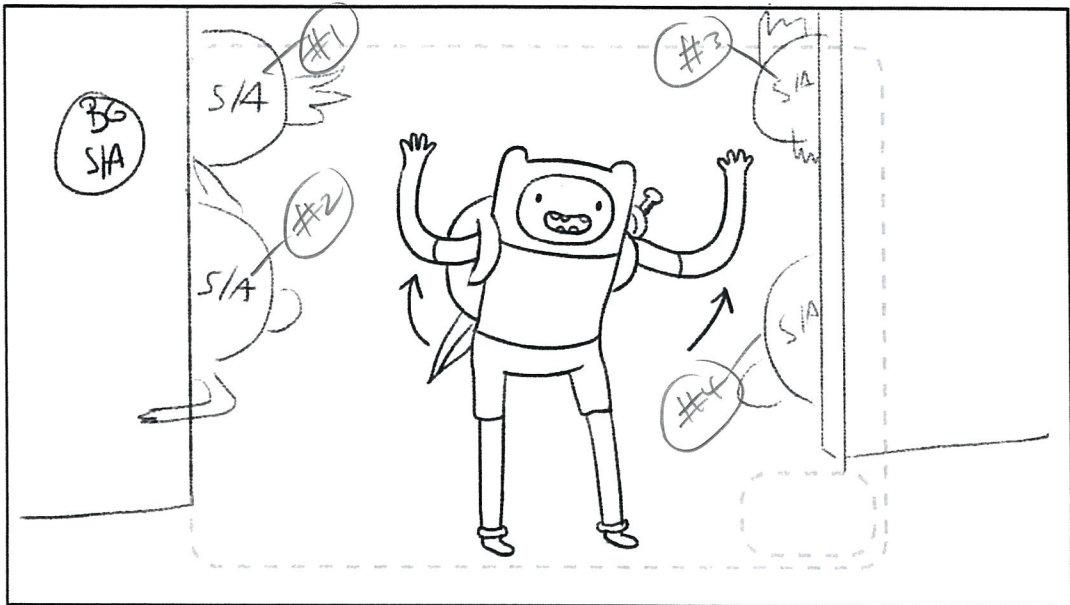


Sc. 06

Pnl. C

Bg.

day night



Dialog:

F: No way! We're investigating early human culture.

F: We'll prob'l'y find all kinds of cursed artifacts!

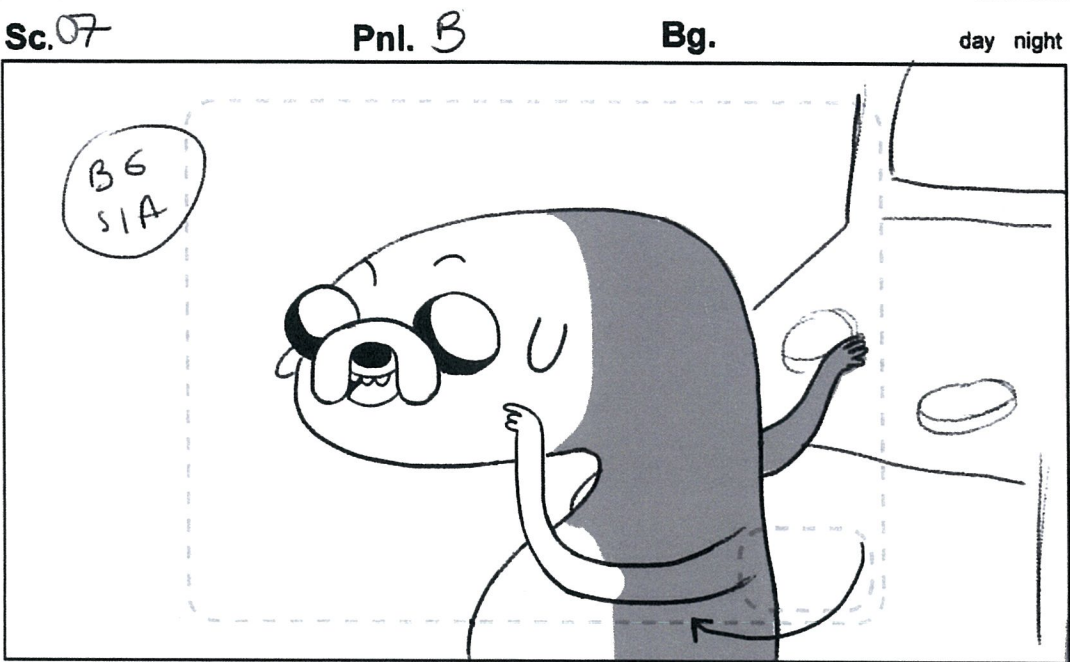
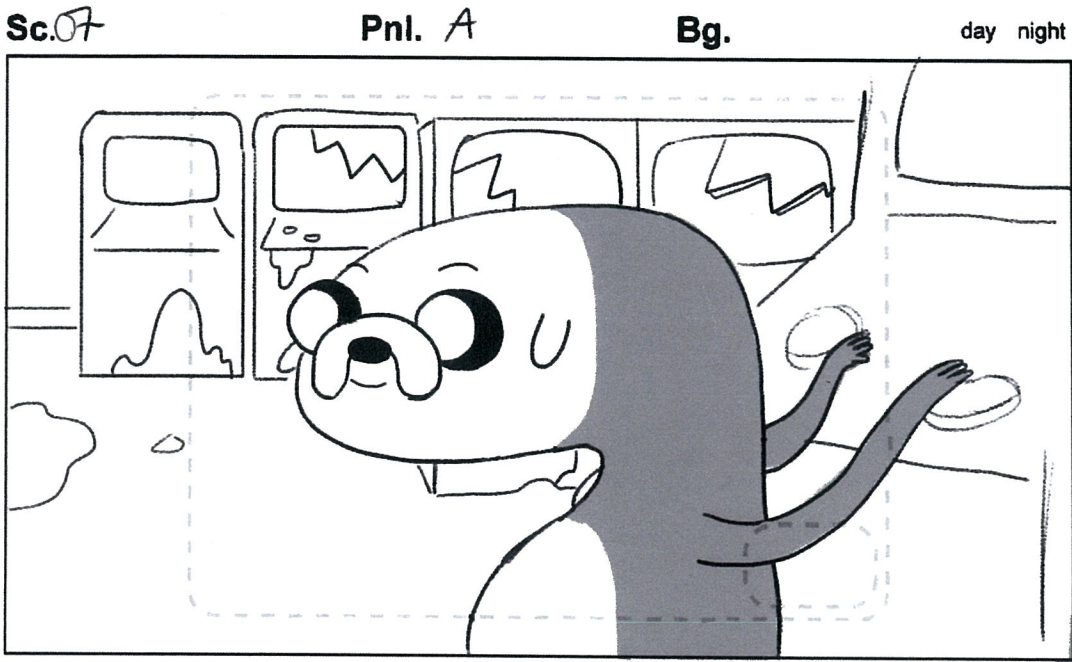
Action:

Timing:

EPISODE # 1034-242

Production :

ADVENTURE TIME



Dialog:	J: Hmm, it has been a while since I had a good hex put on me.	Wipe
Action:		
Timing:		

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

EPISODE # 1034-242
Production :

START

ADVENTURE TIME



PAN

Page 11

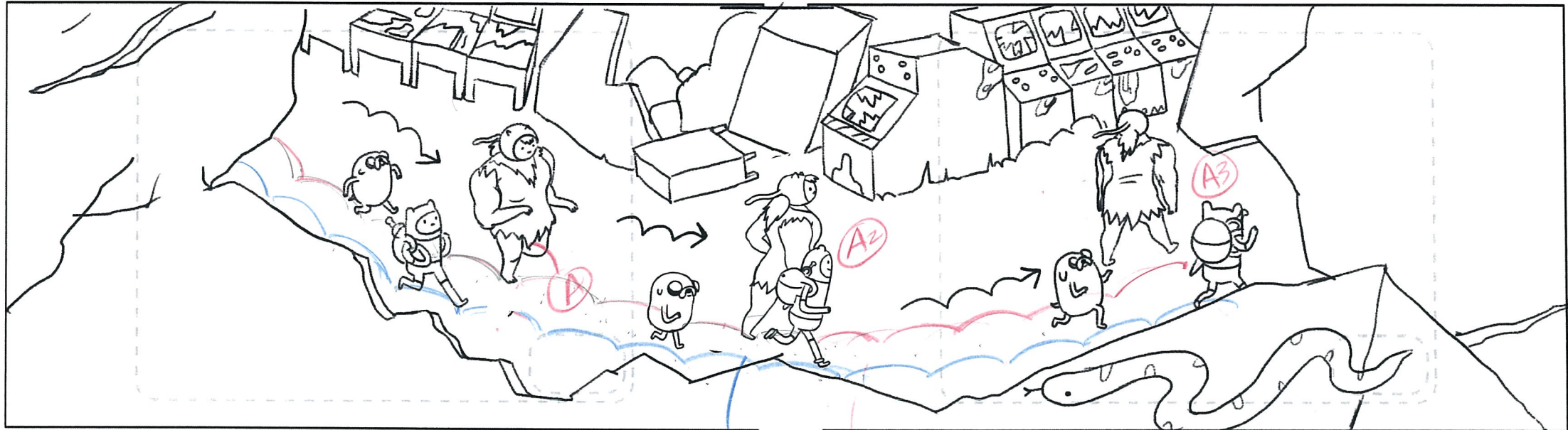
Sc. 8

Pnl. A

Bg.

day night

STOP



Dialog:

J: Aw, yeah! Pretty spooky!

FINN'S STEP

SU'S STEP

J: Someone could definitely get Cursed in here.

Action:

- F, J, SS WALK ON/S.



POSE NOT CALLED

Timing:



EPISODE # 1034-242

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

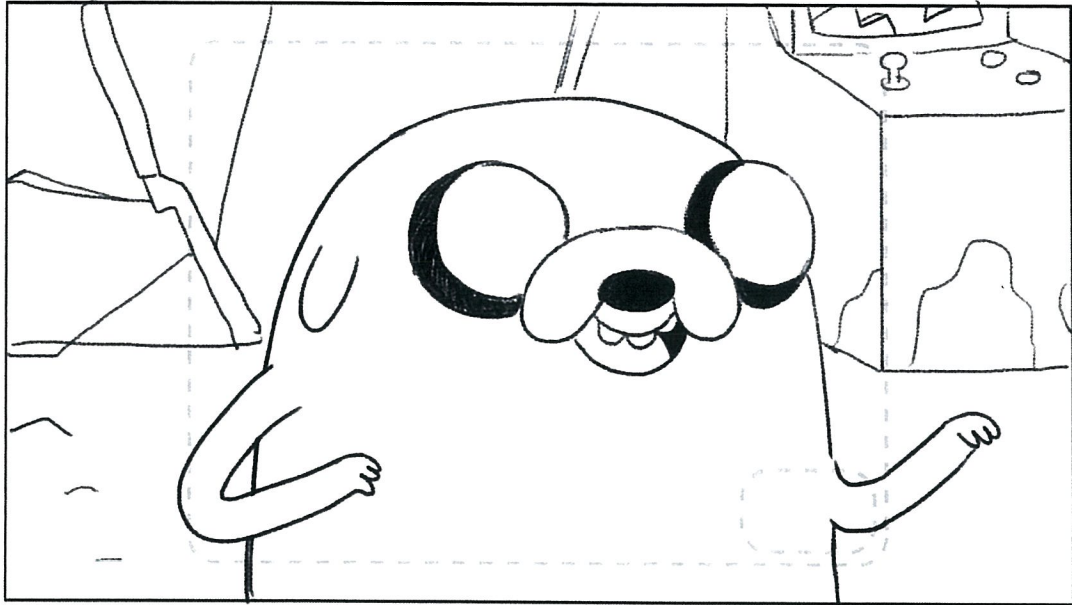


Sc. 09

Pnl. A

Bg.

day night

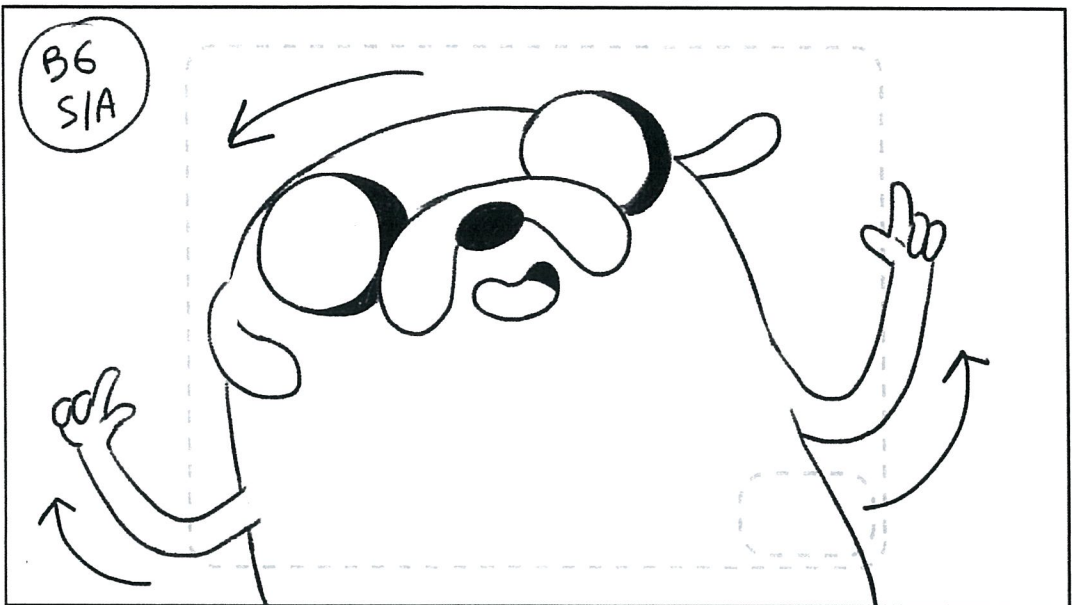


Sc. 09

Pnl. B

Bg.

day night



Dialog:

F: ♪ And I hope it's-- ♪

Action:

Timing:

EPISODE # 1034-243

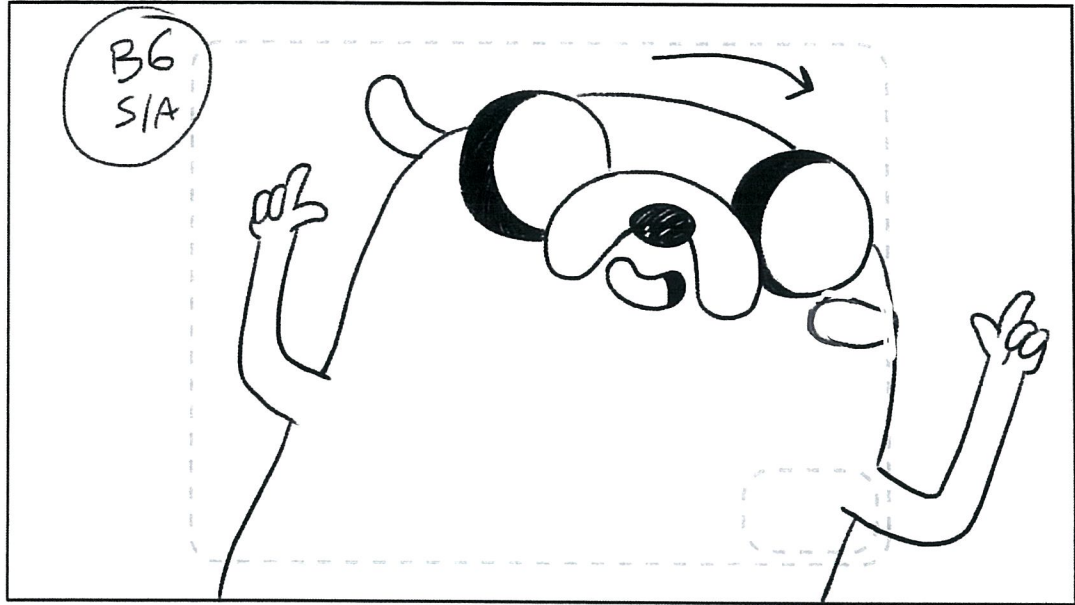
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

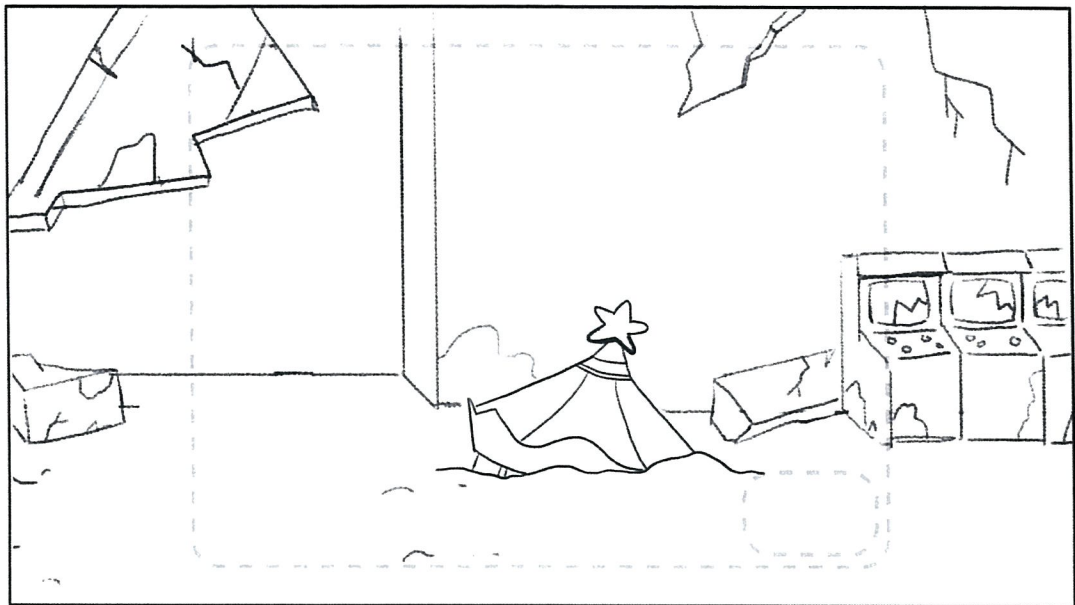
ADVENTURE TIME



Sc. 09 Pnl. C Bg. day night



Sc. 10 Pnl. A Bg. day night

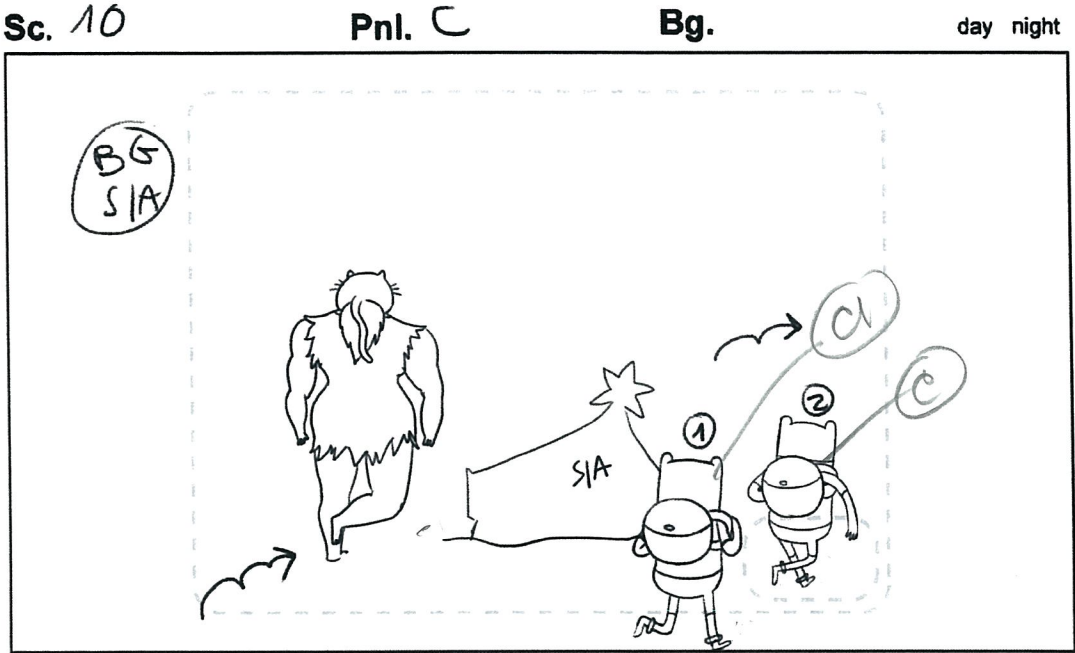
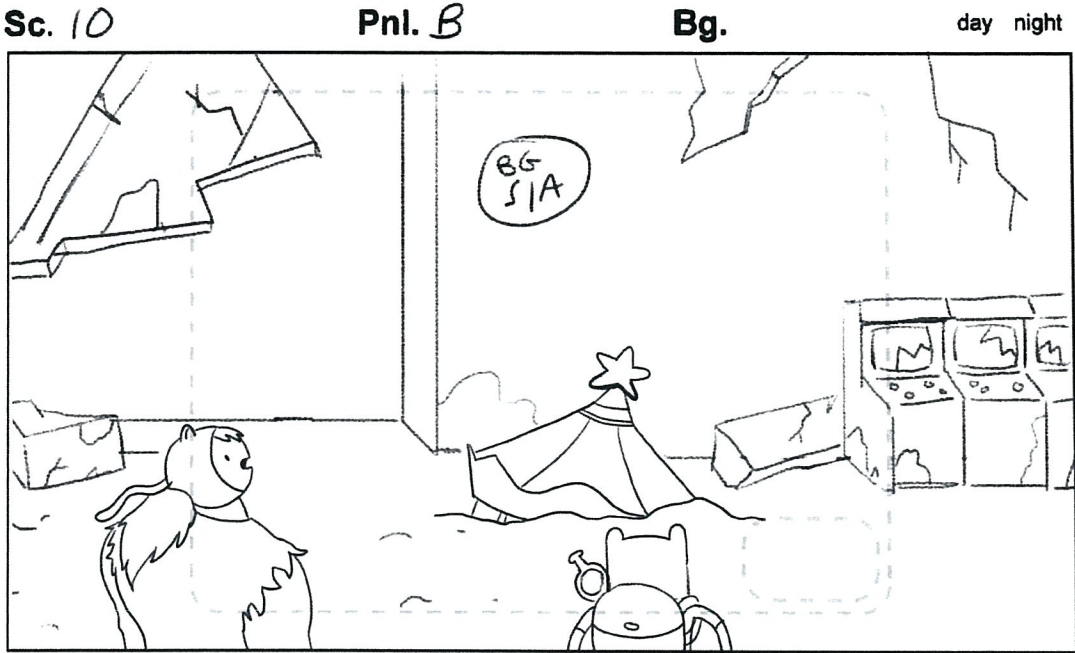


Dialog:
<u>J</u> : ♪ Me-ee ♪
Action:
Timing:

Production : EPISODE # 1034-242

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog: SUSAN: LOOK...

Action: In pose
↓
- They walk towards the carousel

Timing: 15 41

EPISODE # 1034-242 Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



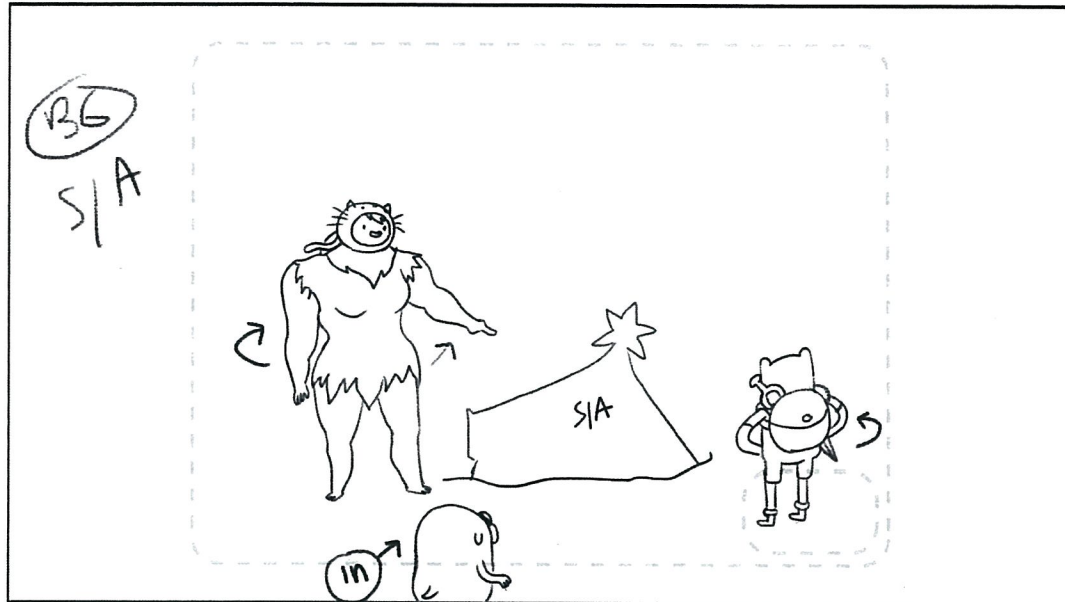
Page 15

Sc. 10

Pnl. D

Bg.

day night

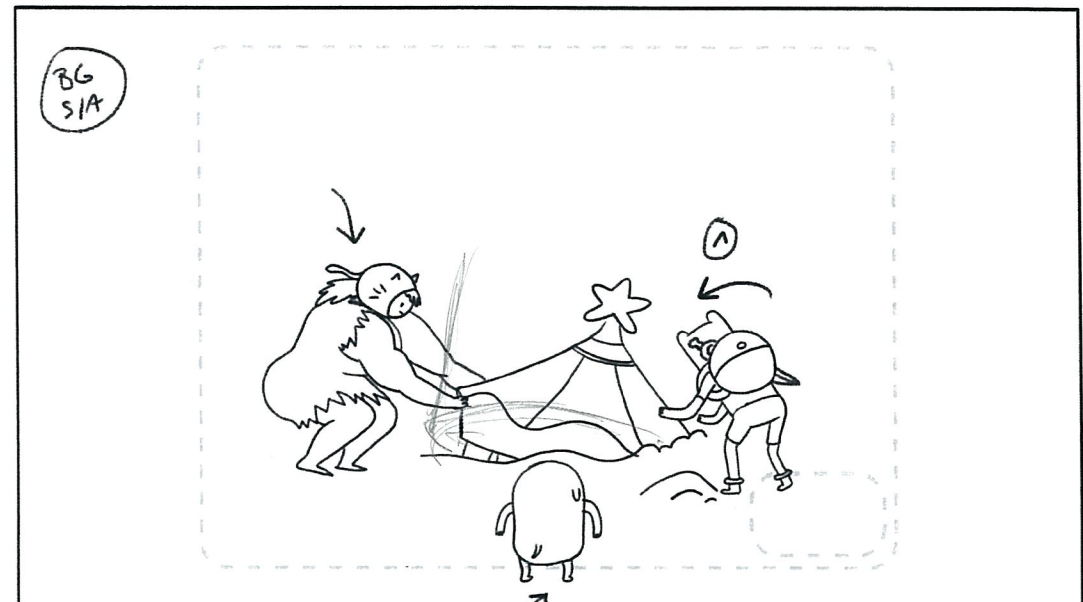


Sc. 10

Pnl. E

Bg.

day night



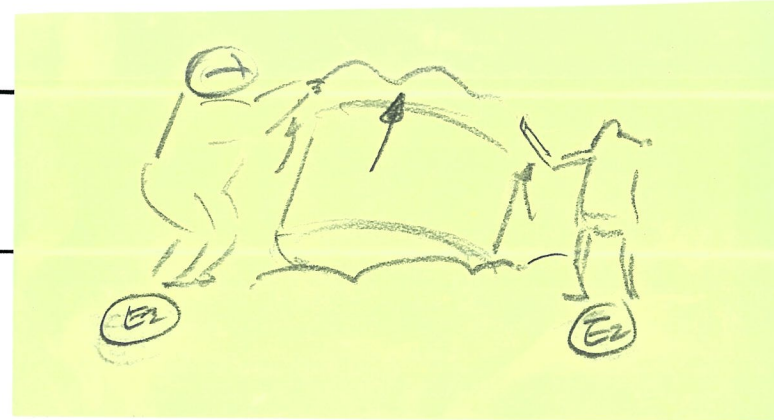
Dialog:

SS: ART FACTS ...

Action:

-J. WALKS ON/S

Timing:



EPISODE # 1034-242

Production :

ADVENTURE TIME



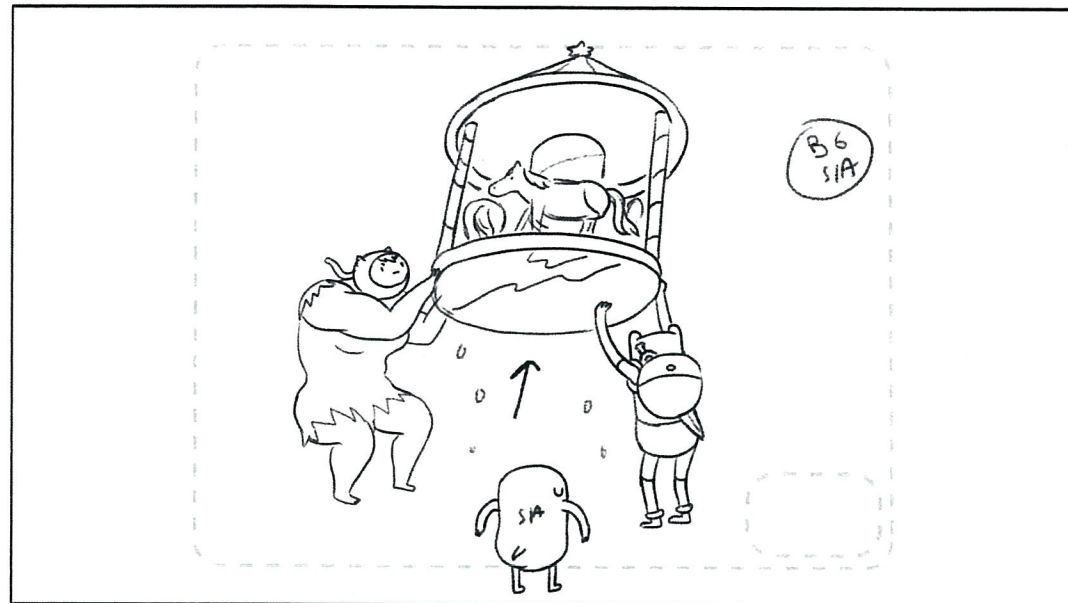
Page 16

Sc. 10

Pnl. F

Bg.

day night

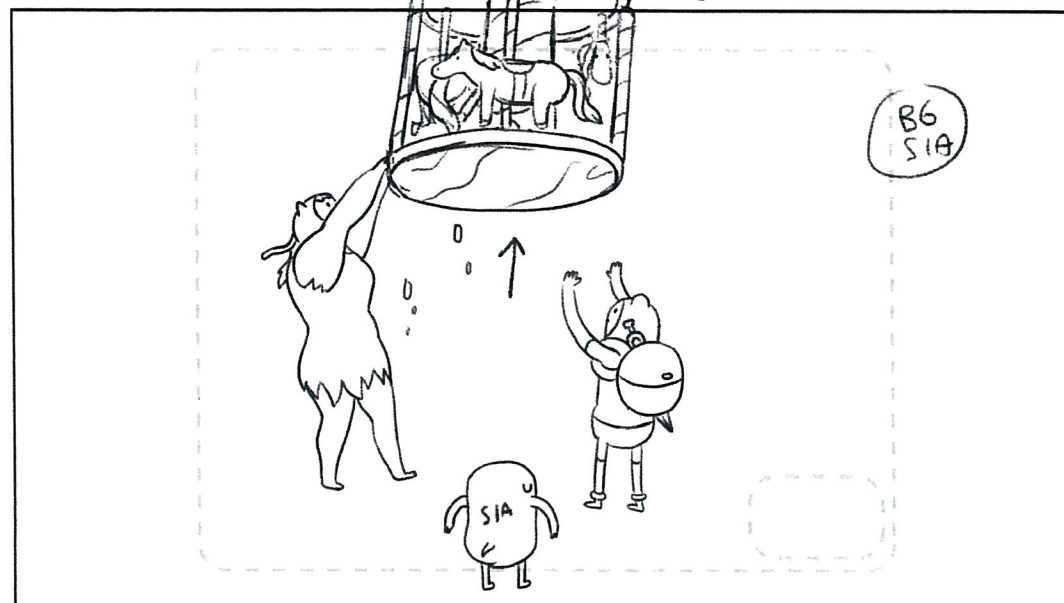


Sc. 10

G Pnl.

Bg.

day night



Dialog:

Action:

- F+S LIFT CAROUSEL.

Timing:

1034-243

EPISODE #

Production :

ADVENTURE TIME

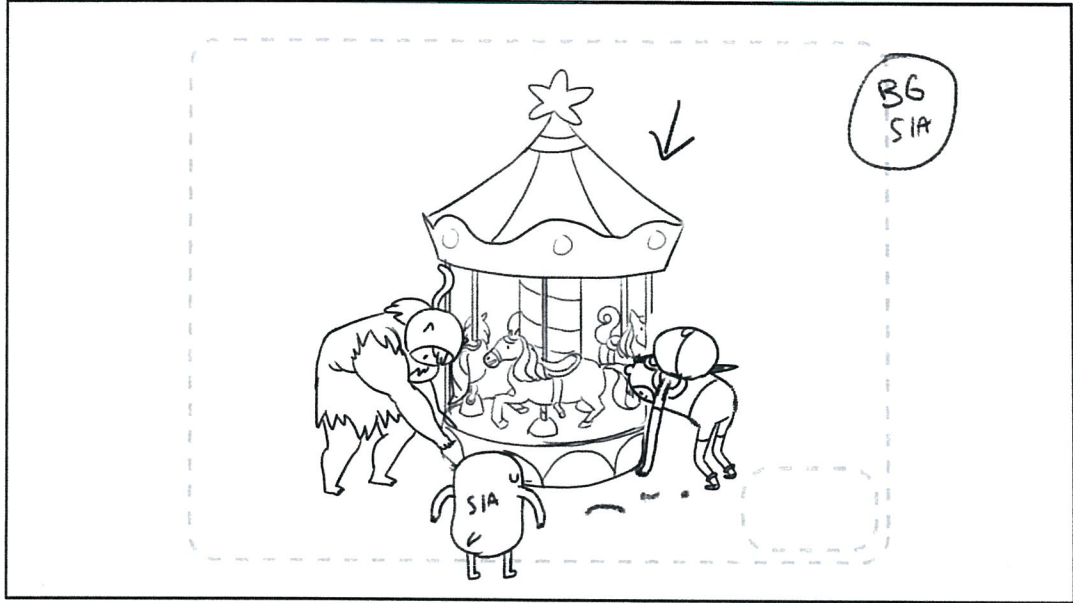


Sc. 10

Pnl. 4

Bg.

day night

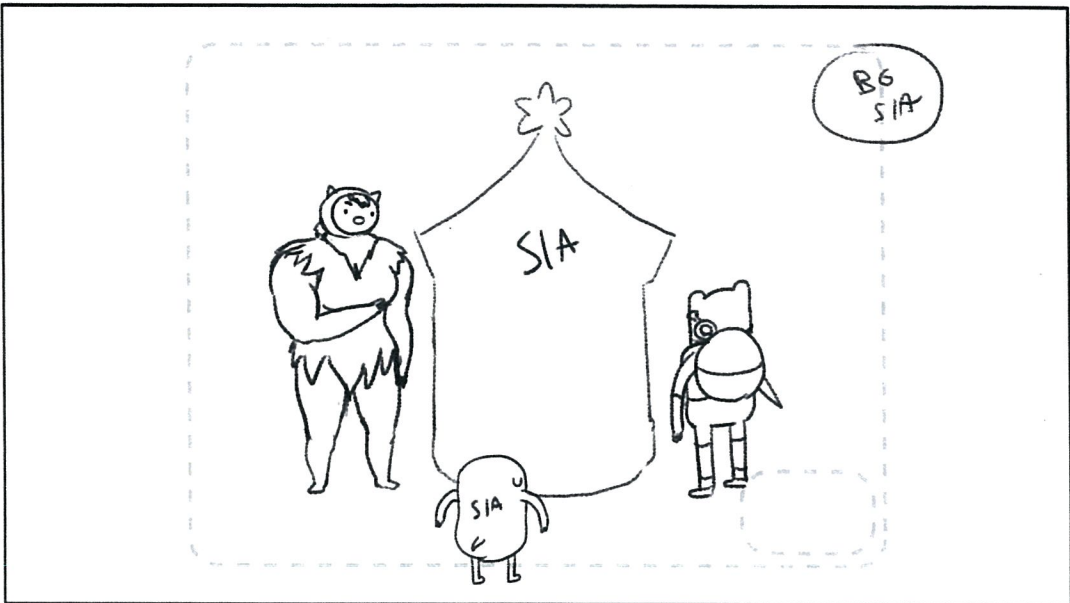


Sc. 10

Pnl. 1

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-24

Production :

ADVENTURE TIME



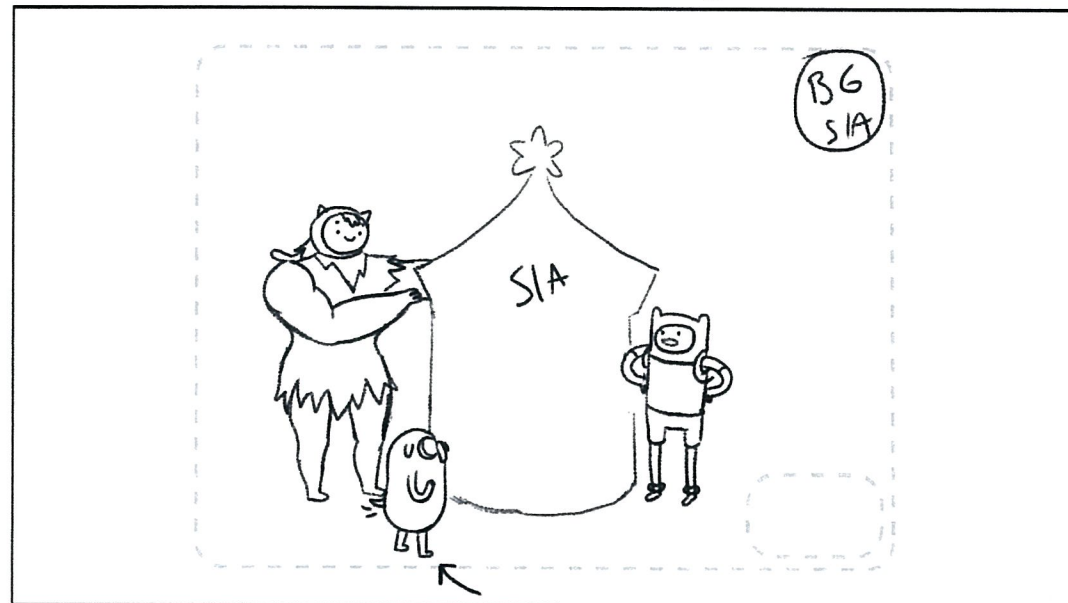
Page 18

Sc. 10

Pnl. J

Bg.

day night

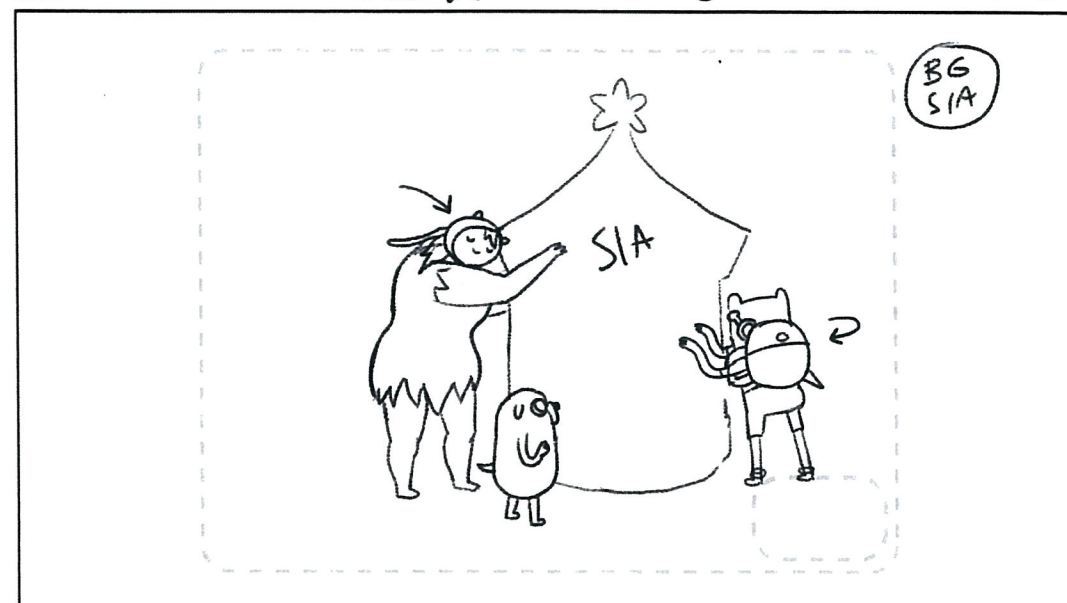


Sc. 10

Pnl. K

Bg.

day night



Dialog:

F: Whoa!

F: It's the bones of a prehistoric horse.

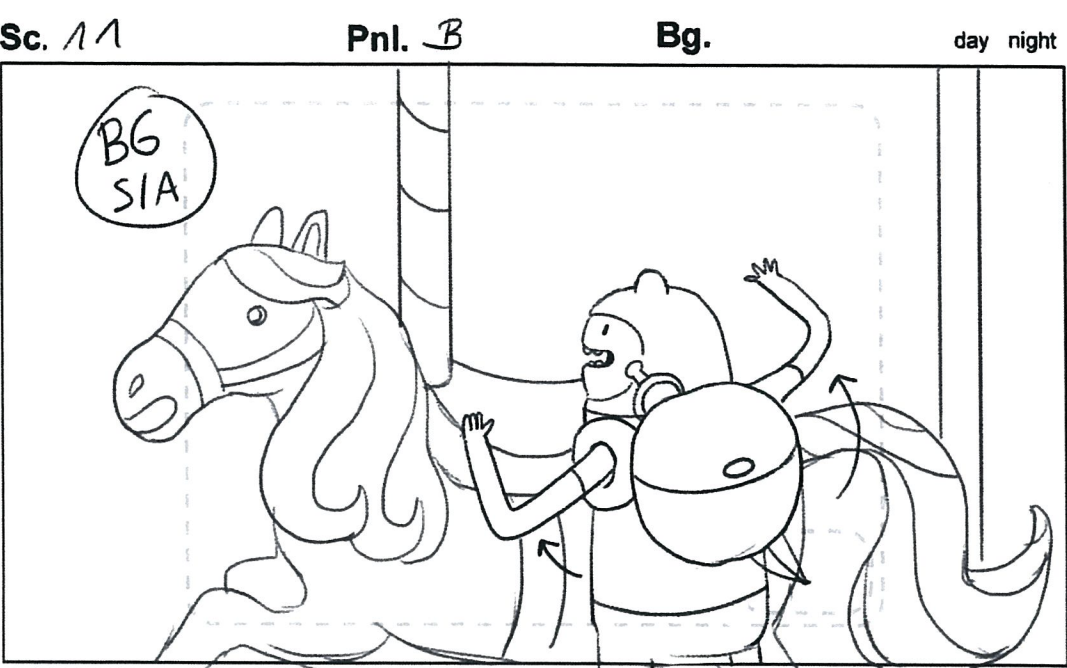
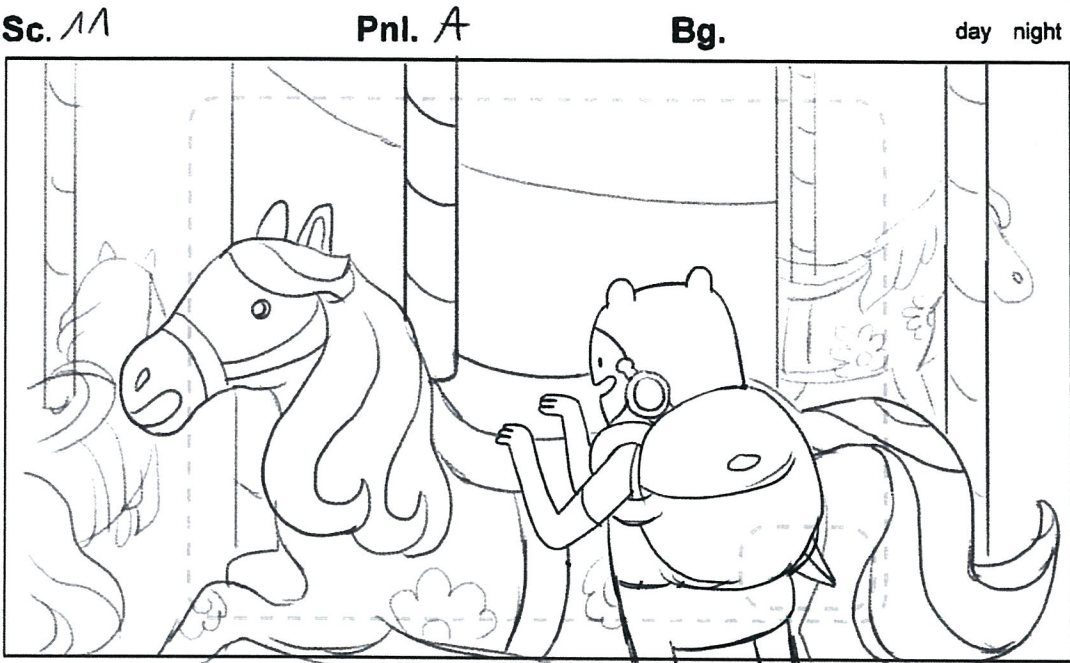
Action:

Timing:

EPISODE # 1034-24

Production :

ADVENTURE TIME



Dialog:	F : They were totally covered in feathers.
Action:	
Timing:	

ADVENTURE TIME

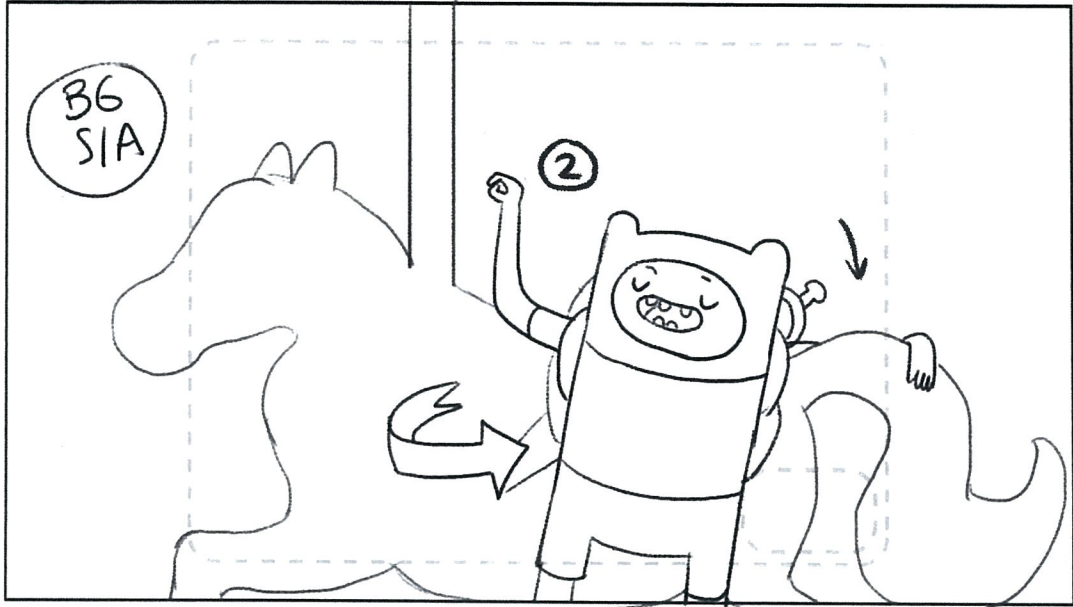


Sc. 11

Pnl. C

Bg.

day night

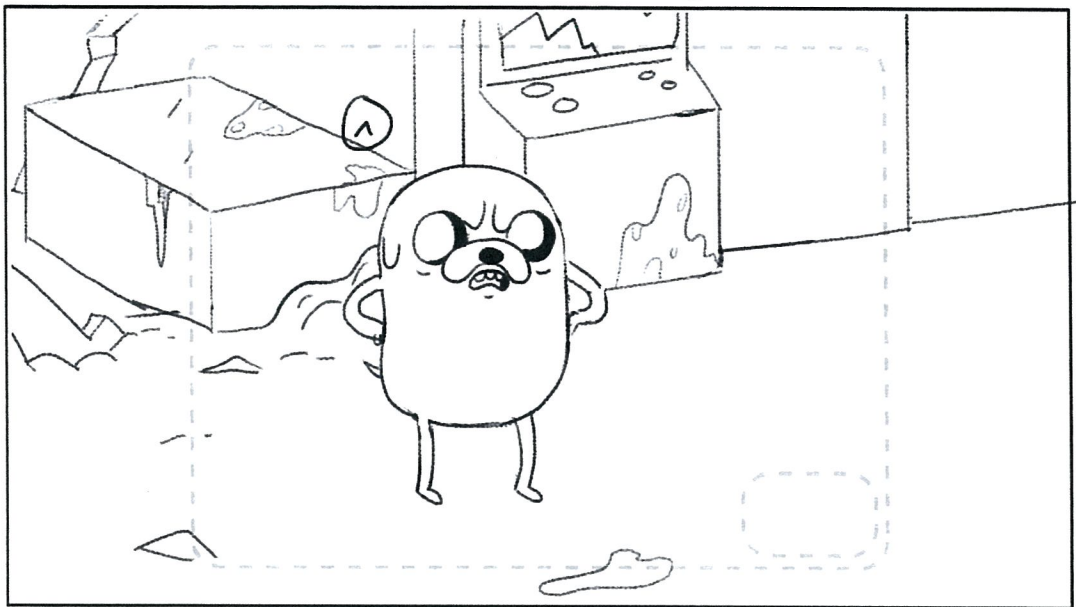


Sc. 12

Pnl. A

Bg.

day night



Dialog:

F: And they used their poles to shing people who tried to steal their honey.

J: Horse Honey? PSH.

Action:

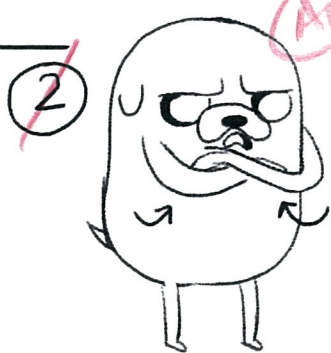
F turns + drapes his arm around the horse.

Timing:



PING!

F flicks the pole



EPISODE # 1034-24?

Production :

ADVENTURE TIME

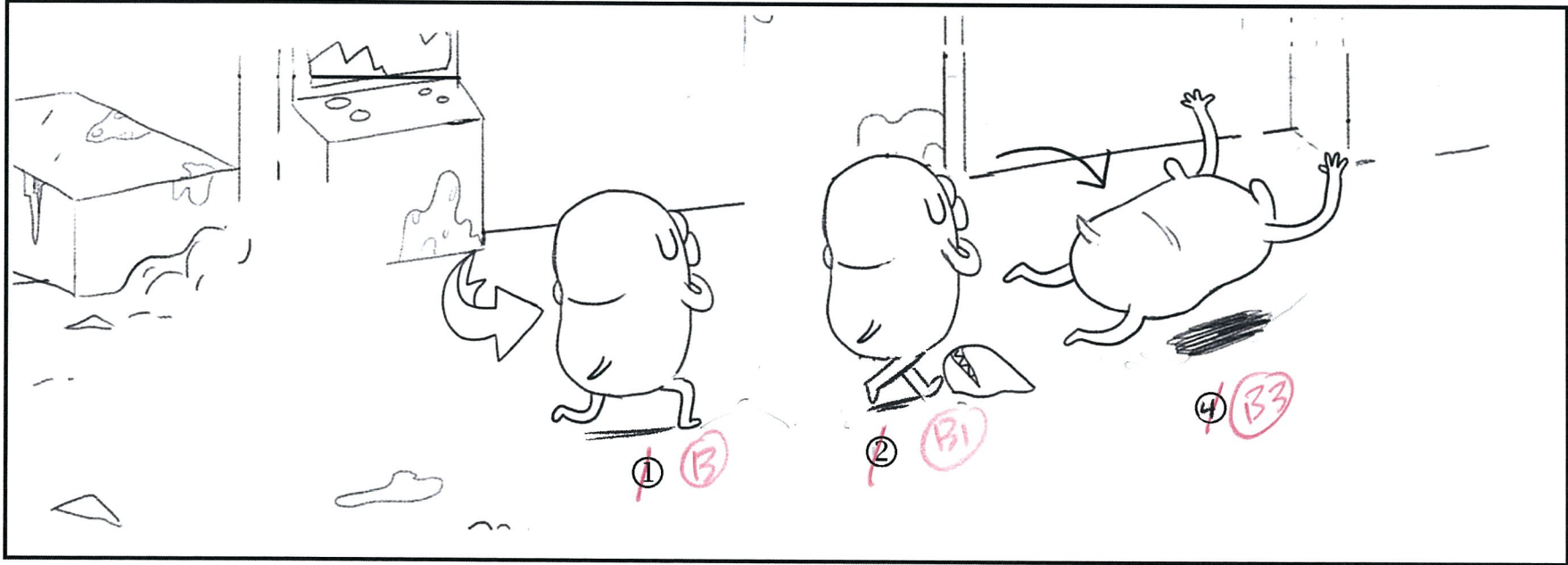


Sc. 12

Pnl. B

Bg.

day night



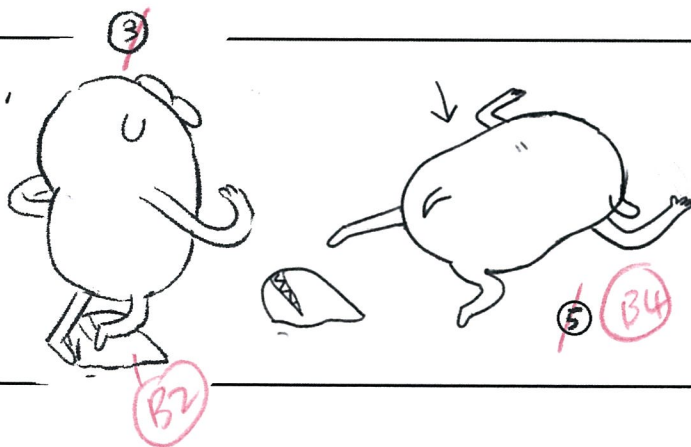
Dialog:

① J: You said there'd be hexes ③ J: And supernatural st -- SFX: *WOMP*!

Action:

- J. WALKS RIGHT, PAN w/ ACTION,

Timing:



-J. TRIPS ON STUFFED ANIMAL
-J. FALLS ON FACE.

EPISODE # 1034-242

Production:

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 12 Pnl. C Bg. day night

Dialog:

Action:

Timing:

J: A Demon!

1034-243

EPISODE #

Production :

ADVENTURE TIME

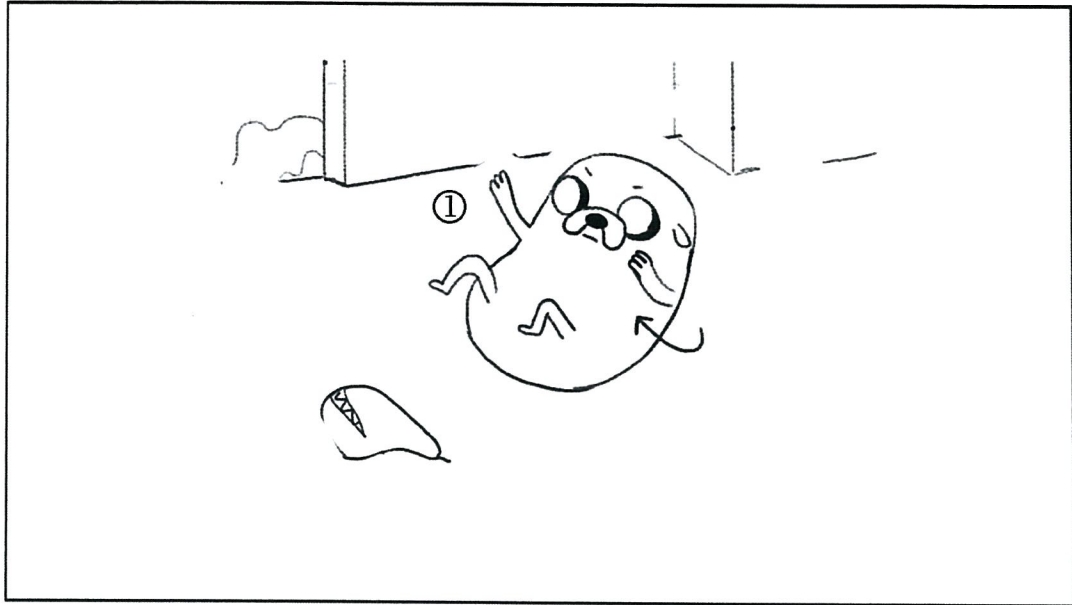


Sc. 12

Pnl. D

Bg.

day night

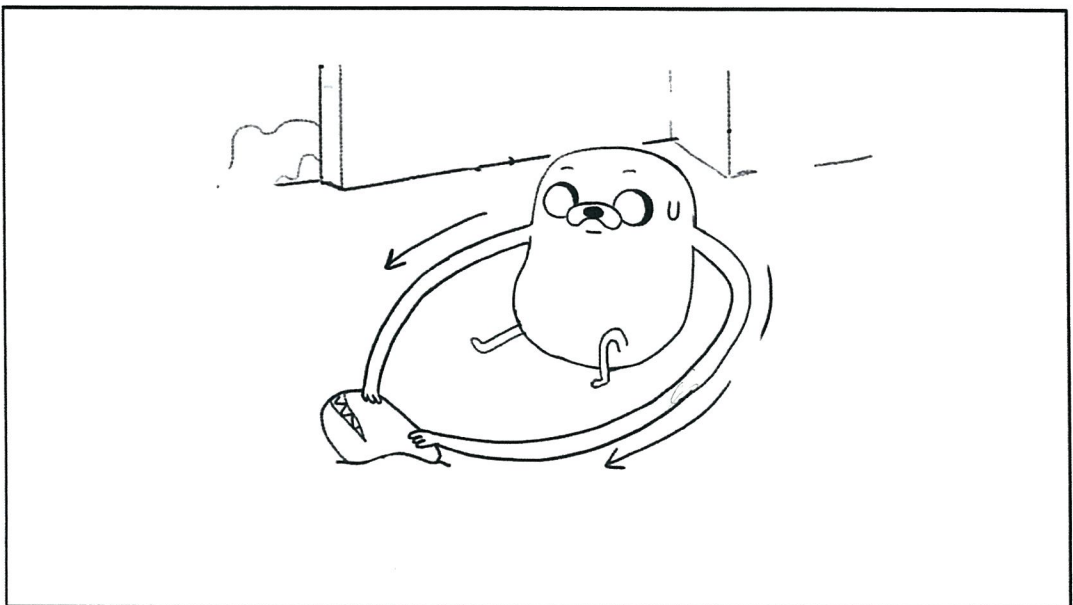


Sc. 12

Pnl. E

Bg.

day night



Dialog:

Action:

Timing:



- J. STRETCHES ARMS.

EPISODE # 1034-242

Production :

ADVENTURE TIME

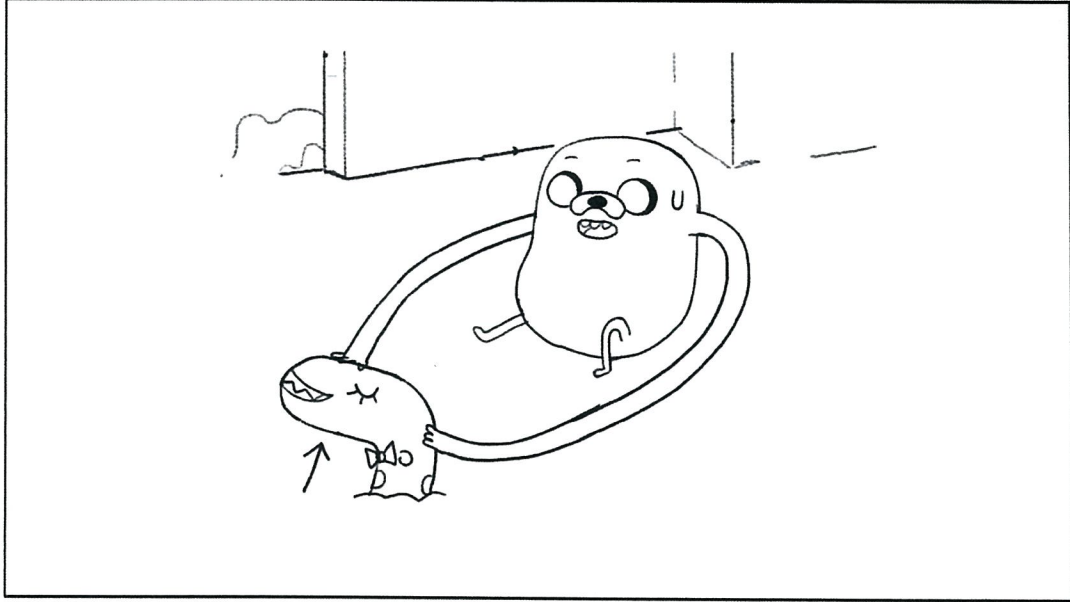


Sc. 12

Pnl. F

Bg.

day night

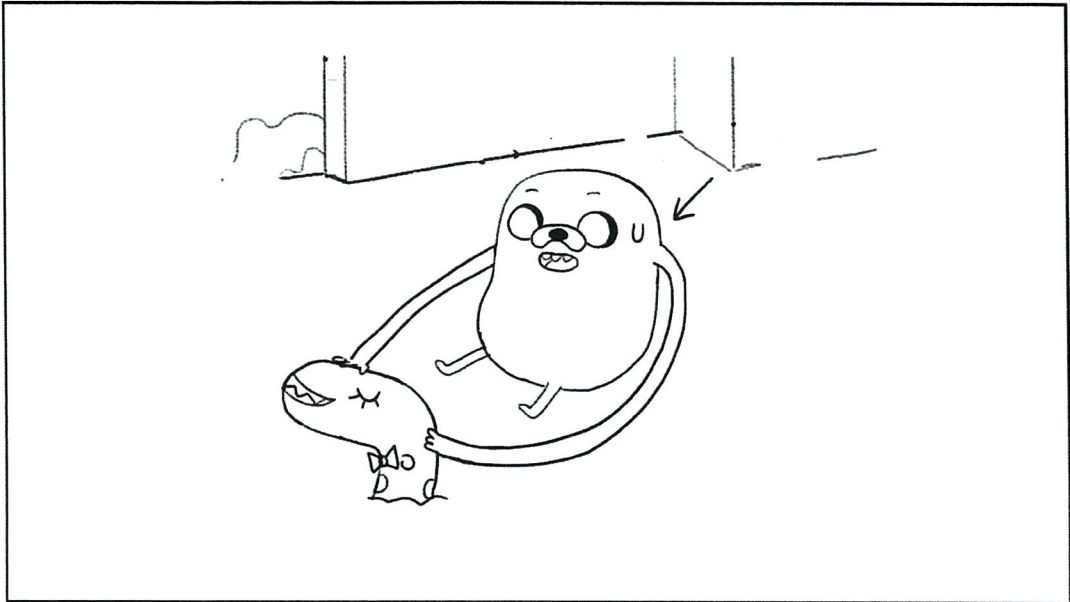


Sc. 12

Pnl. G

Bg.

day night



Dialog:

J: Oh nah. Just a little cutie.

Action:

J pulls the plush up

J pulls himself towards the plush

Timing:

EPISODE # 1034-242

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

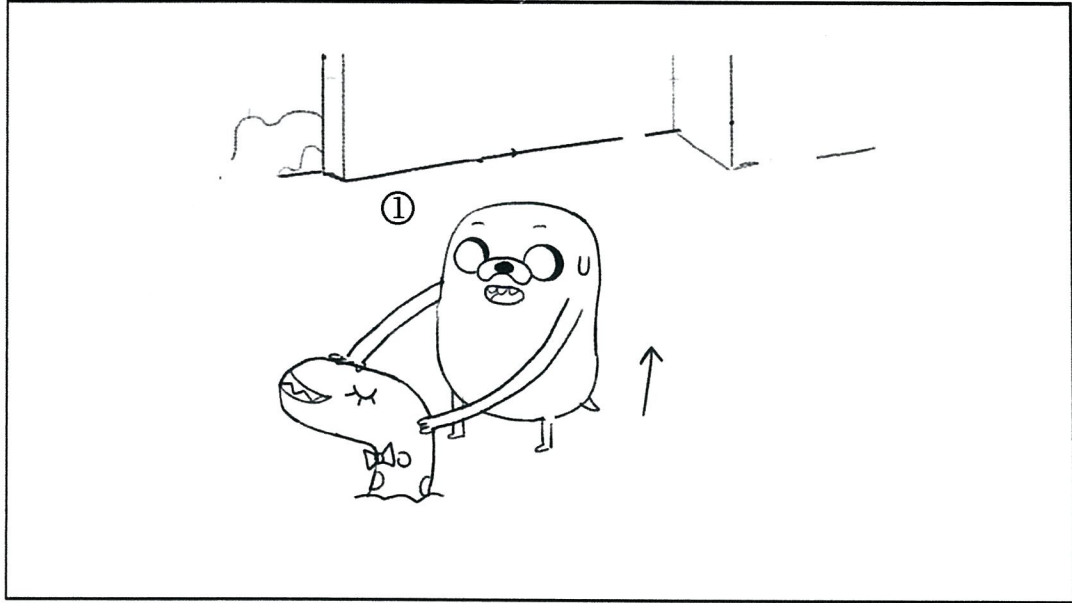


Sc. 12

Pnl. H

Bg.

day night

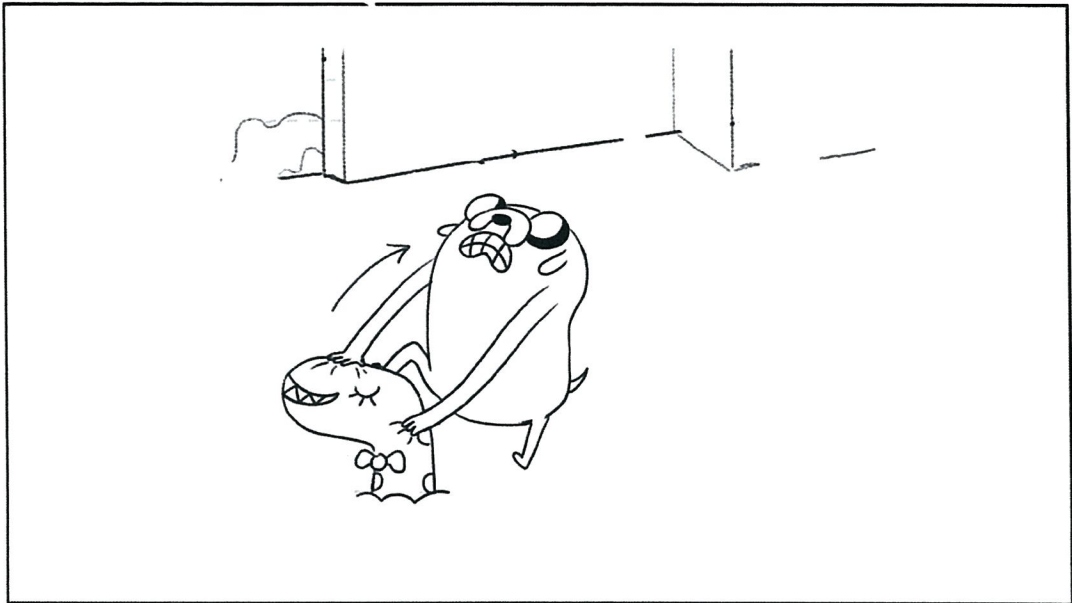


Sc. 12

Pnl. I

Bg.

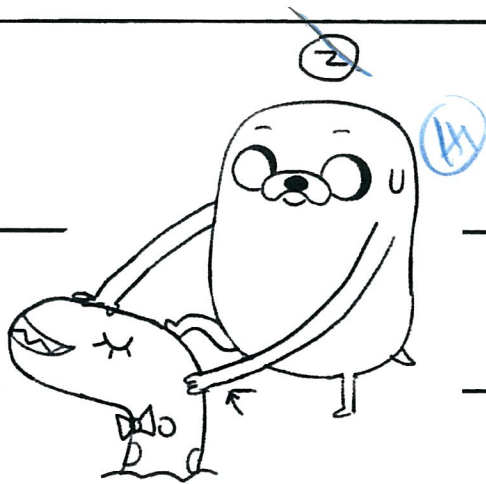
day night



Dialog:

Action:

Timing:



EPISODE # 1034-24

Production :

ADVENTURE TIME

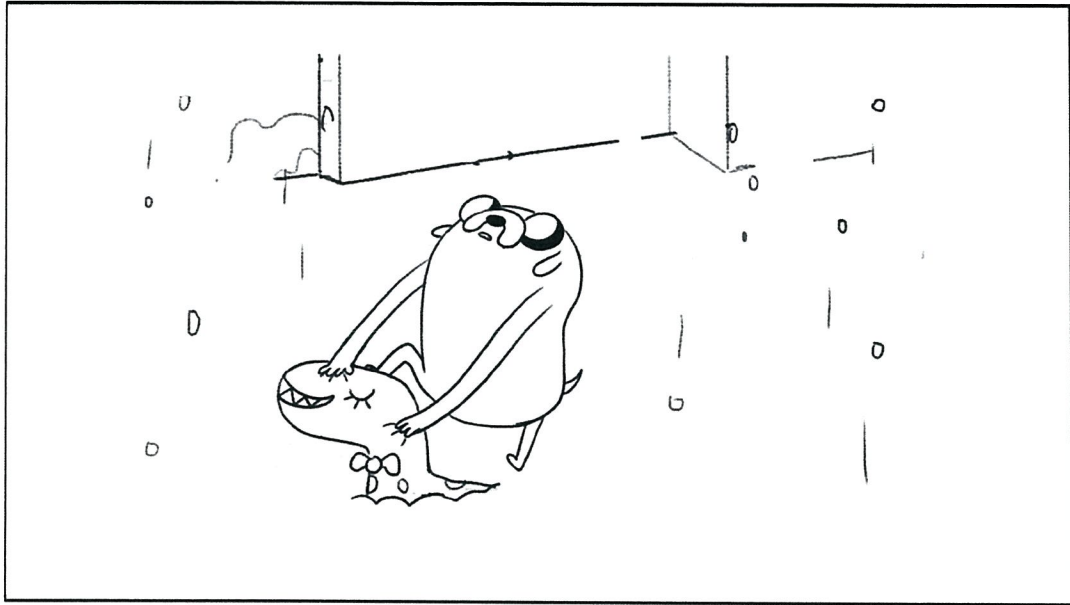


Sc. 12

Pnl. J

Bg.

day night

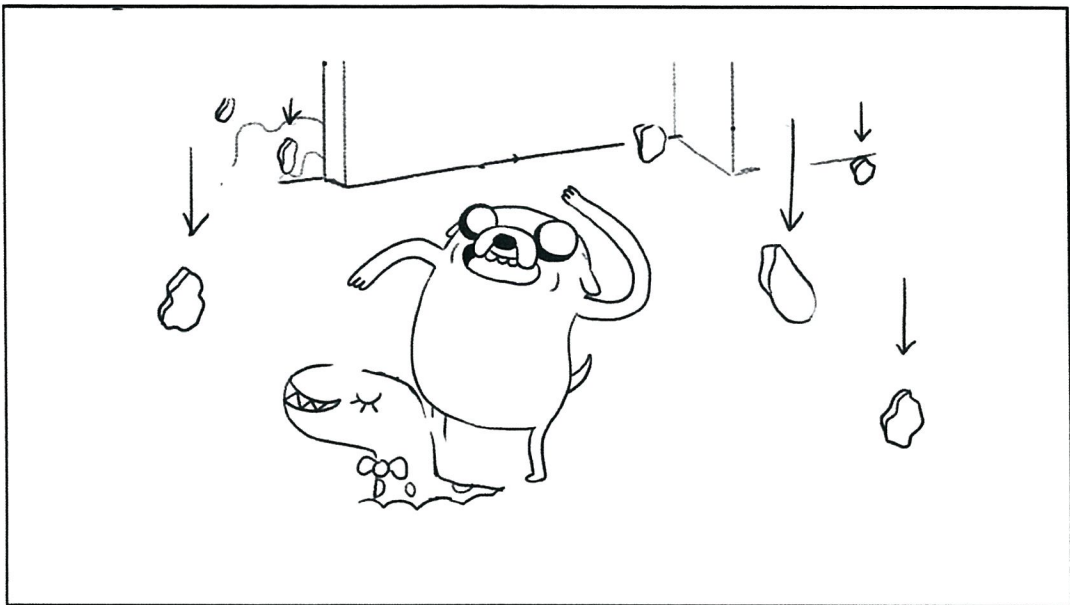


Sc. 12

Pnl. K

Bg.

day night



Dialog:

J [STRAIN]

J: Huh? THE DINO PLUSH IS CURSED!

Action:

J tries to pull the plush out of the ground.

SFX:

RUMBLE

Timing:

camera shake

EPISODE # 1034-243

Production :

ADVENTURE TIME

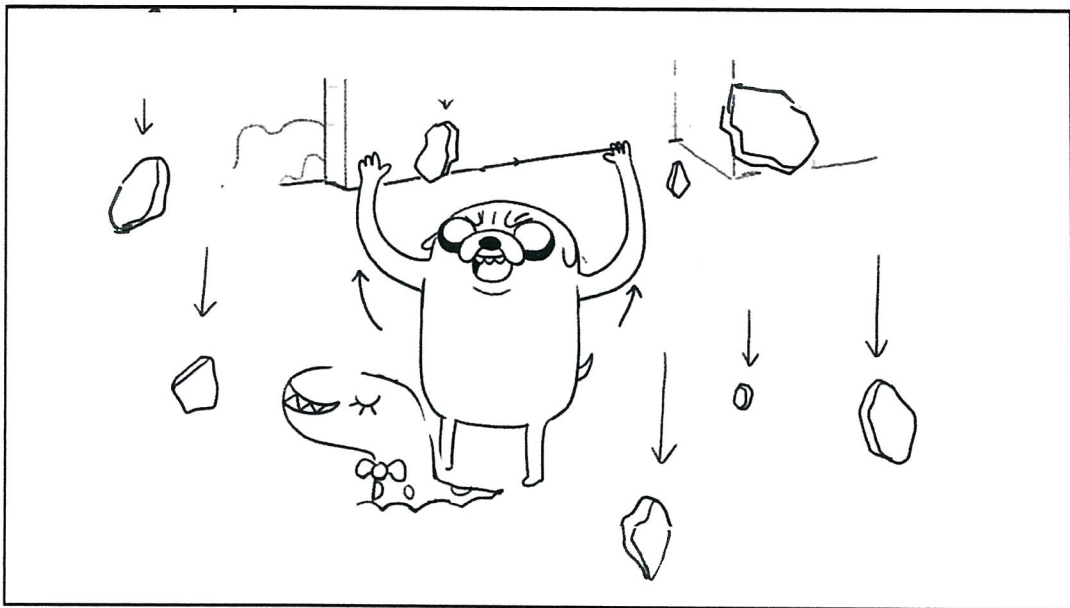


Sc. 12

Pnl. L

Bg.

day night

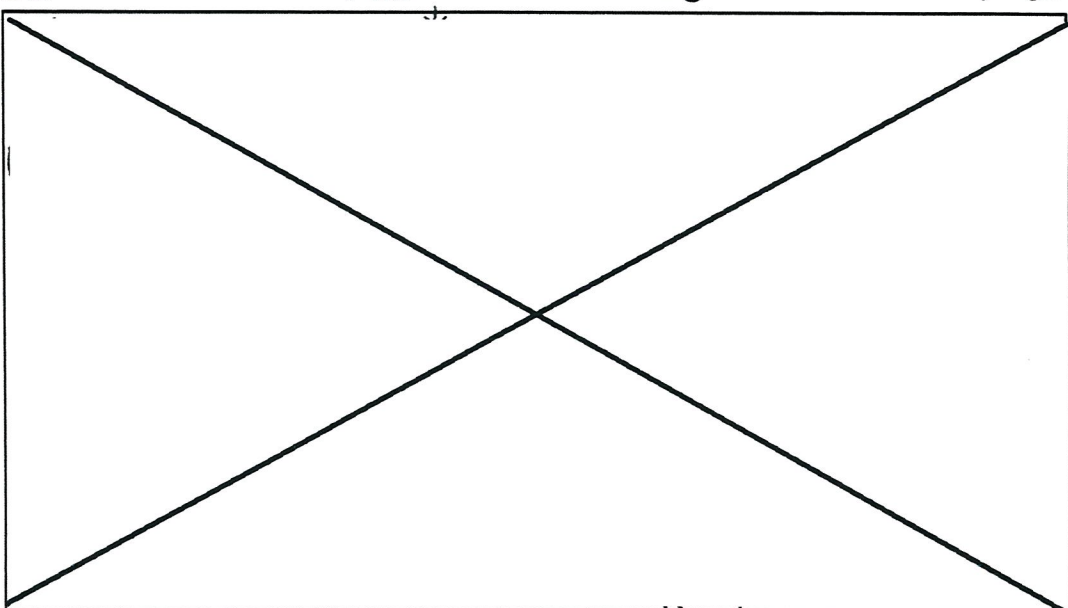


Sc.

Pnl.

Bg.

day night



Dialog:

Ξ: Come to me angry demons!
Teach me a dark lesson!

Action:

Rubble starts falling

Timing:

EPISODE # 1034-24
Production :

ADVENTURE TIME

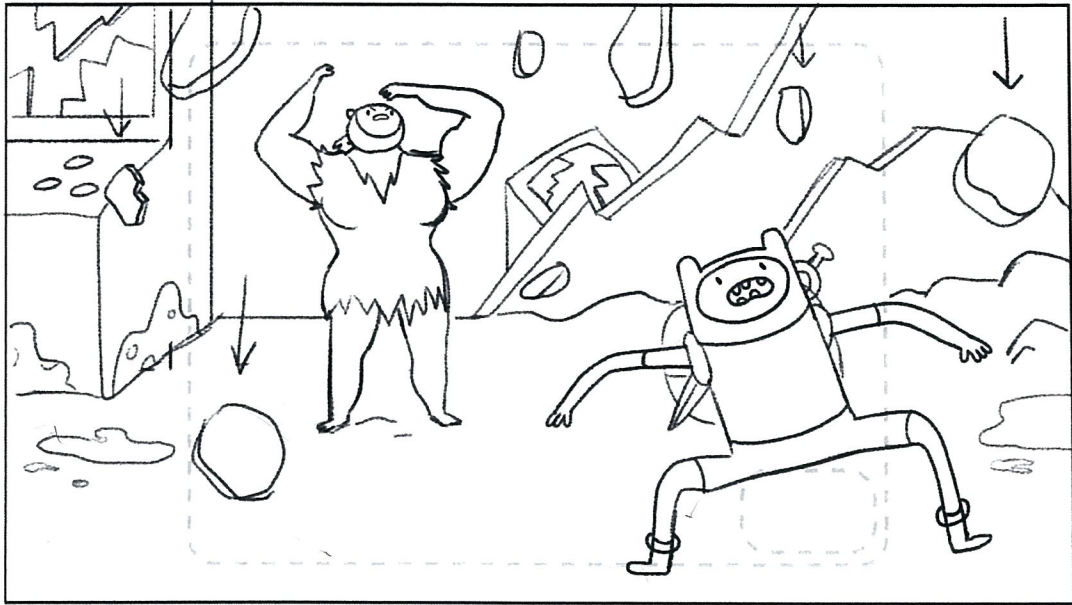


Sc. 13

Pnl. A

Bg.

day night

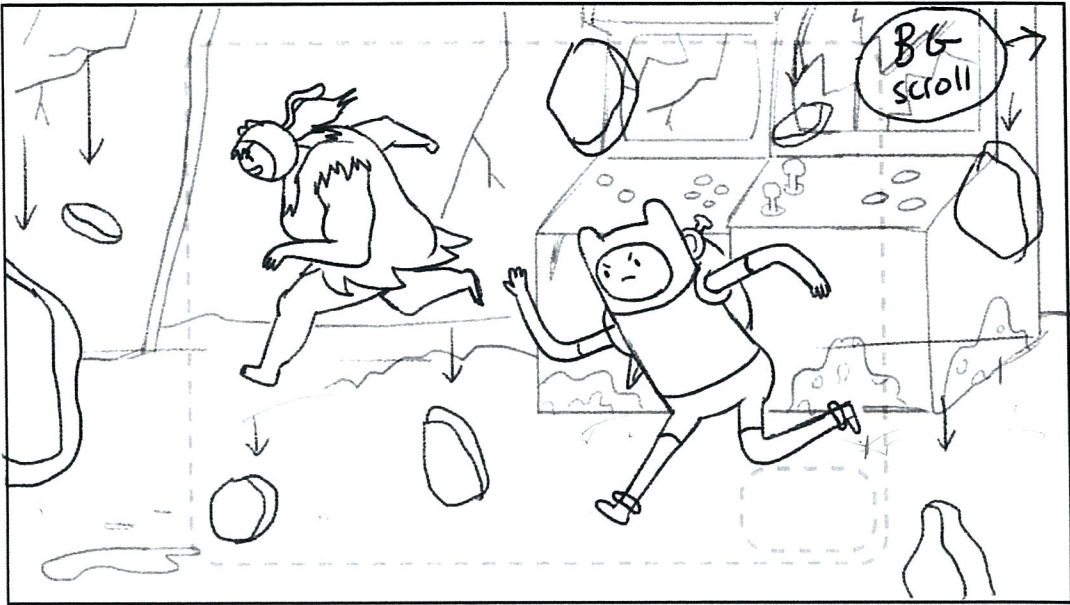


Sc. 13

Pnl. B

Bg.

day night



Dialog:

F:

I think it's an ooo-quake!

SS: Run!

Action:

Timing:

ADVENTURE TIME



Sc. 13

Pnl. C

Bg.

day night



Sc. 13

Pnl. D

Bg.

day night



Dialog:

J: HAHHAH!

J: Aw.

Action:



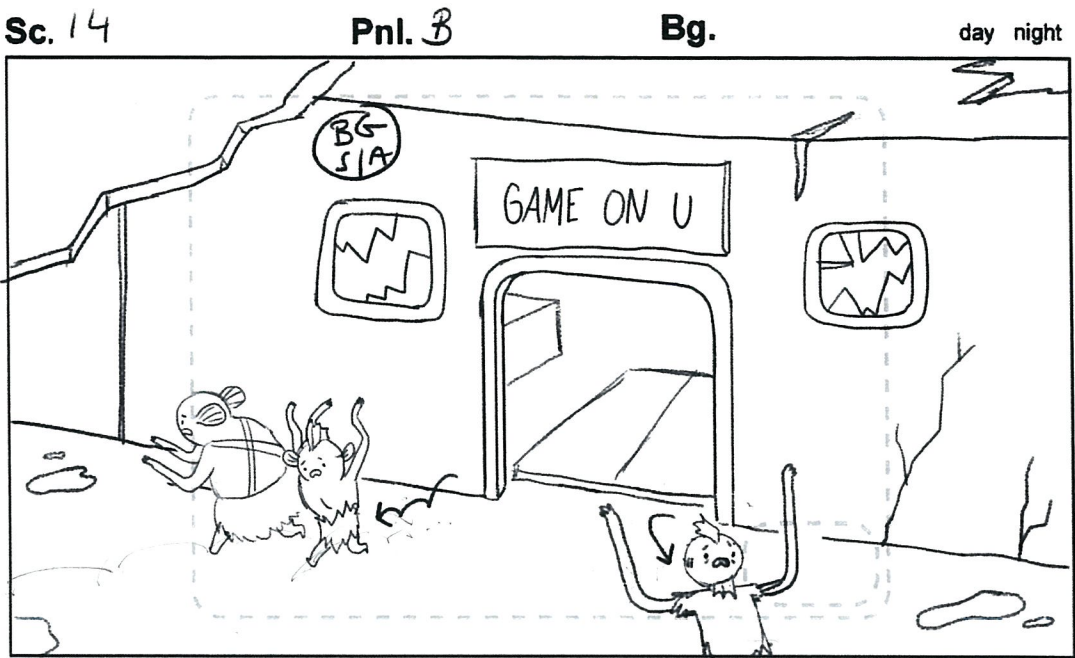
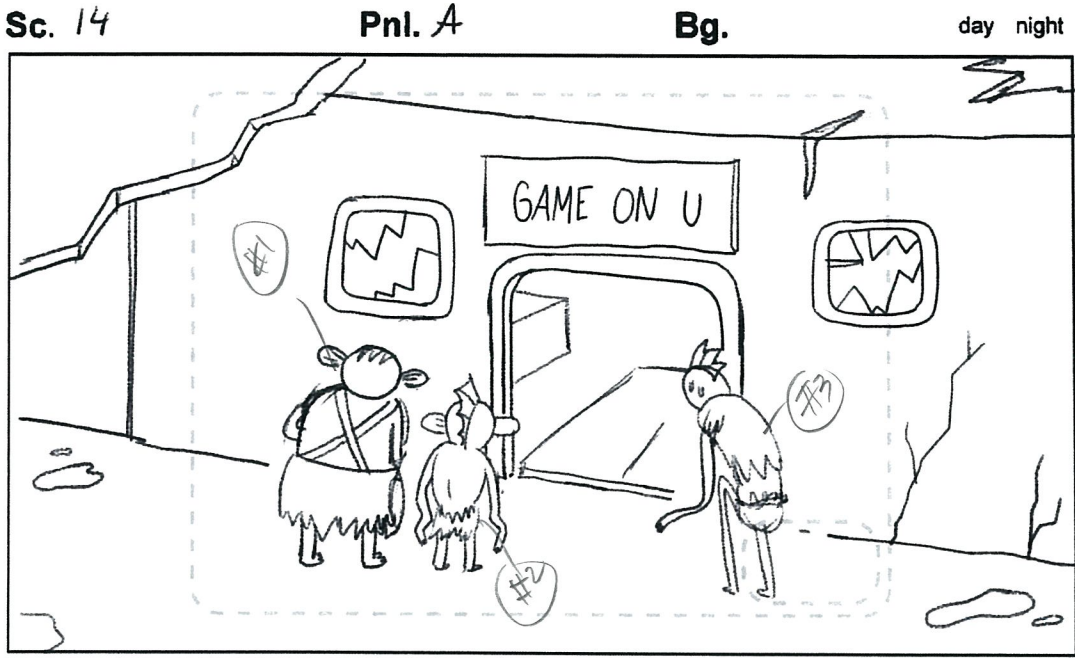
- S. GRABS JAKE
AS SHE RUNS PAST.

Timing:

EPISODE # 1034-24

Production :

ADVENTURE TIME



Dialog:	Hyoomans : AAAH!	
Action:	* RUMBLING *	Everyone's running away
Timing:		

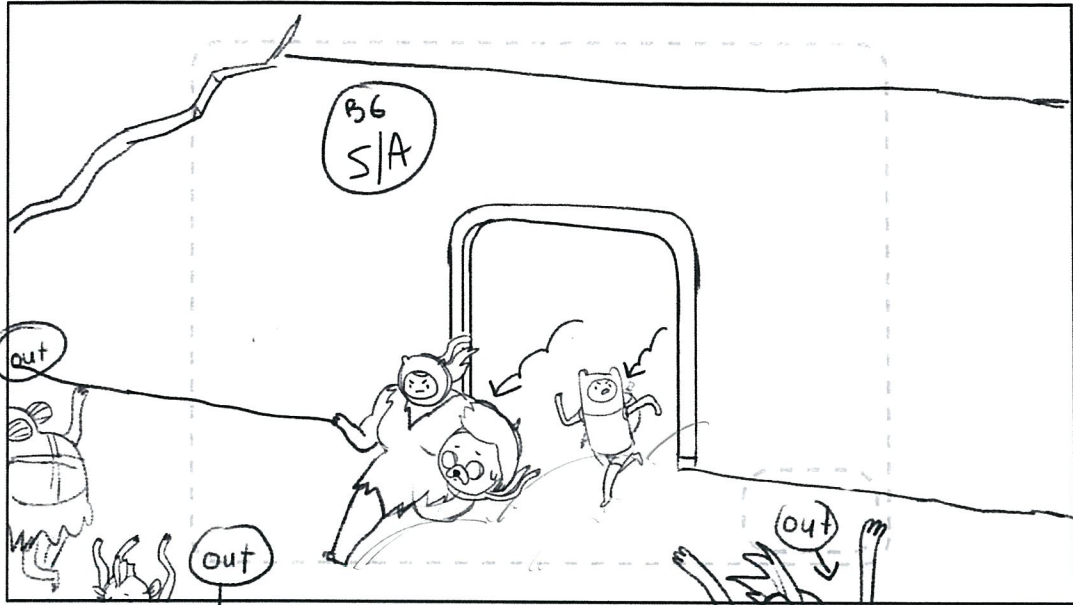
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

EPISODE # 1034-24
Production :

ADVENTURE TIME



Sc. 14 Pnl. C Bg. day night



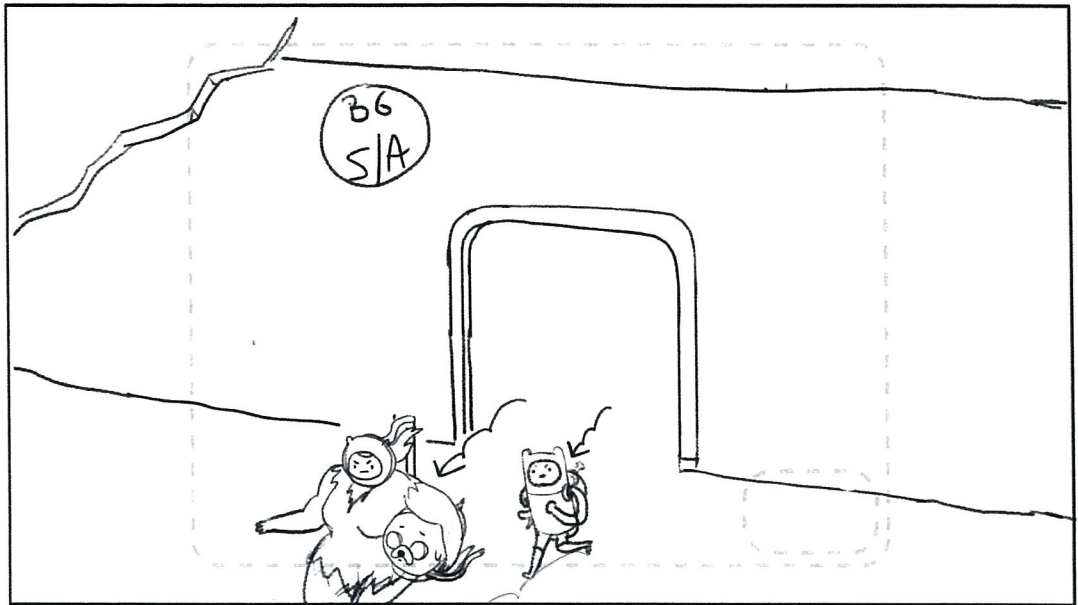
Dialog:

Action:

They exit the arcade

Timing:

Sc. 14 Pnl. D Bg. day night



1034-24

EPISODE #

Production :

ADVENTURE TIME



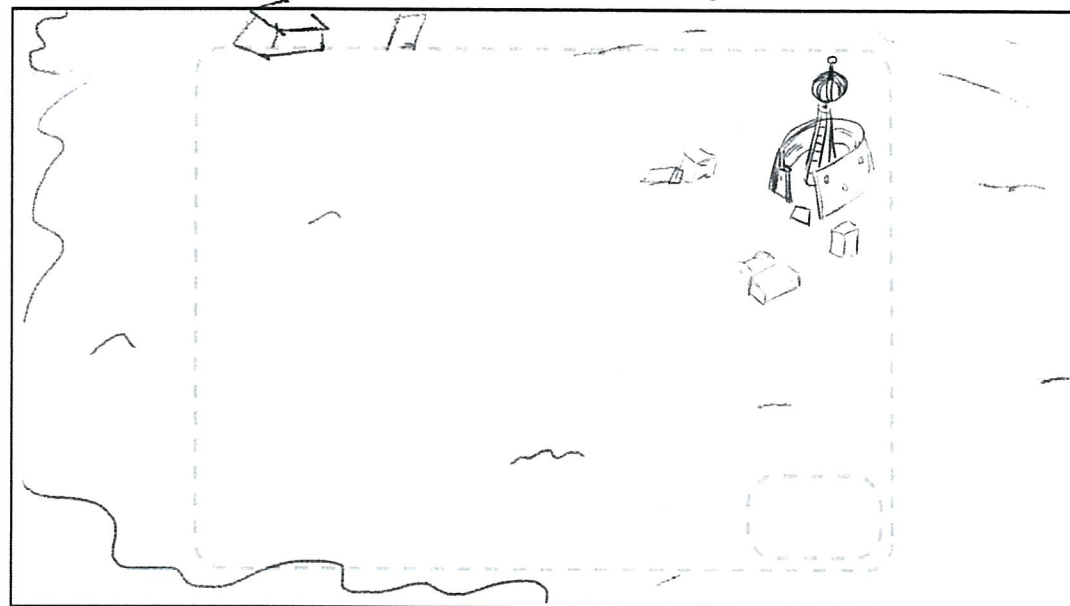
Page 32

Sc. 15

Pnl. A

Bg.

day night

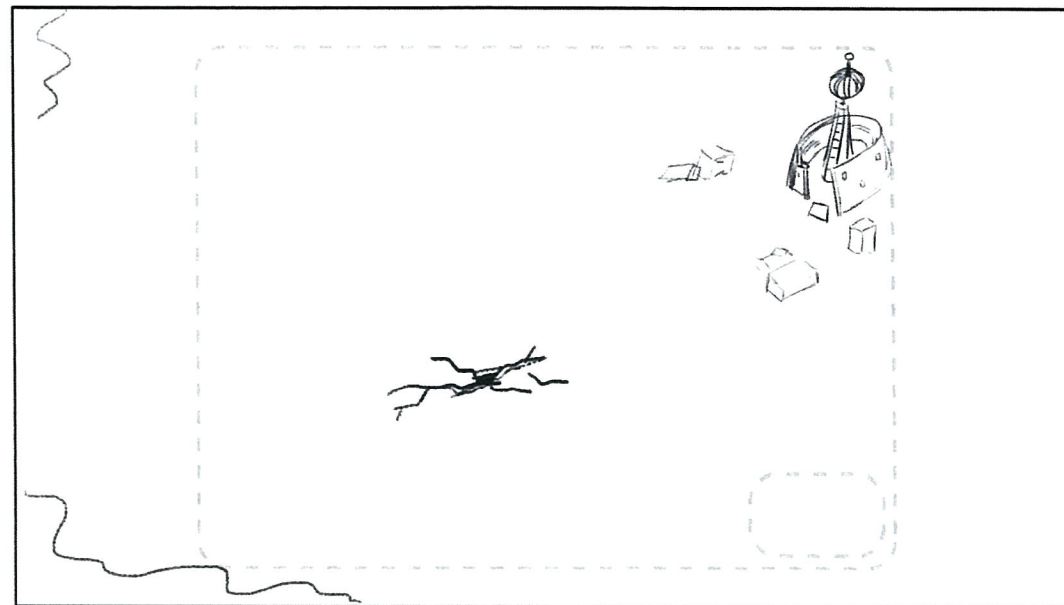


Sc. 15

Pnl. B

Bg.

day night



Dialog:

SFX: * KK-KK-KKKK *

Action:

- SUPER WIDE SHOT OF BEAUTOPIA

- the ground cracks

Timing:

EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 15

Pnl. C

Bg.

day night

Sc. 15

Pnl. D

Bg.

day night

Dialog:	
Action: Drill breaks through the ground.	The drill ship emerges.
Timing:	

EPISODE # 1034-242
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 15

Pnl. E

Bg.

day night

Sc. 15

Pnl. F

Bg.

day night

Dialog:
Action:
Timing:

EPISODE # 1034-24?

Production :

ADVENTURE TIME

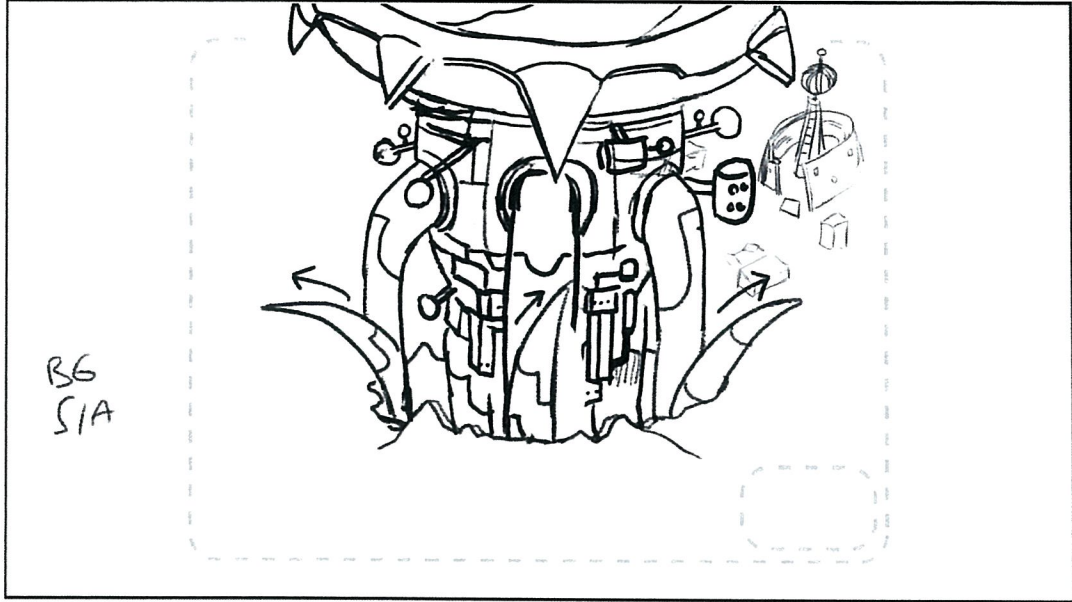


Sc. 15

Pnl. G

Bg.

day night

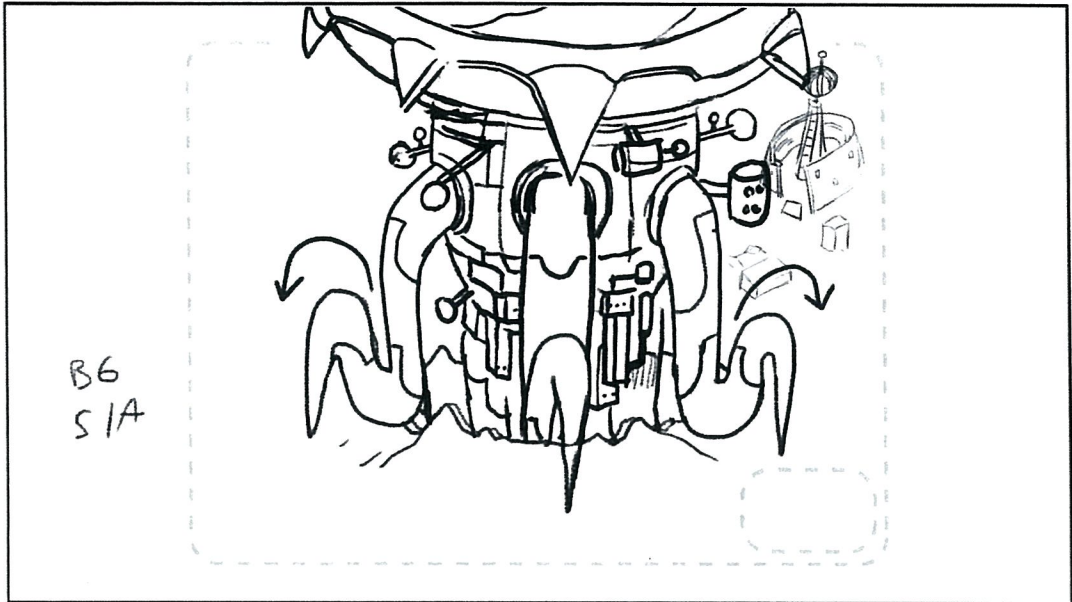


Sc. 15

Pnl. H

Bg.

day night



Dialog:

Action:

The ship's legs come out of the ground and straighten out.

Timing:

EPISODE # 1034-243

Production :

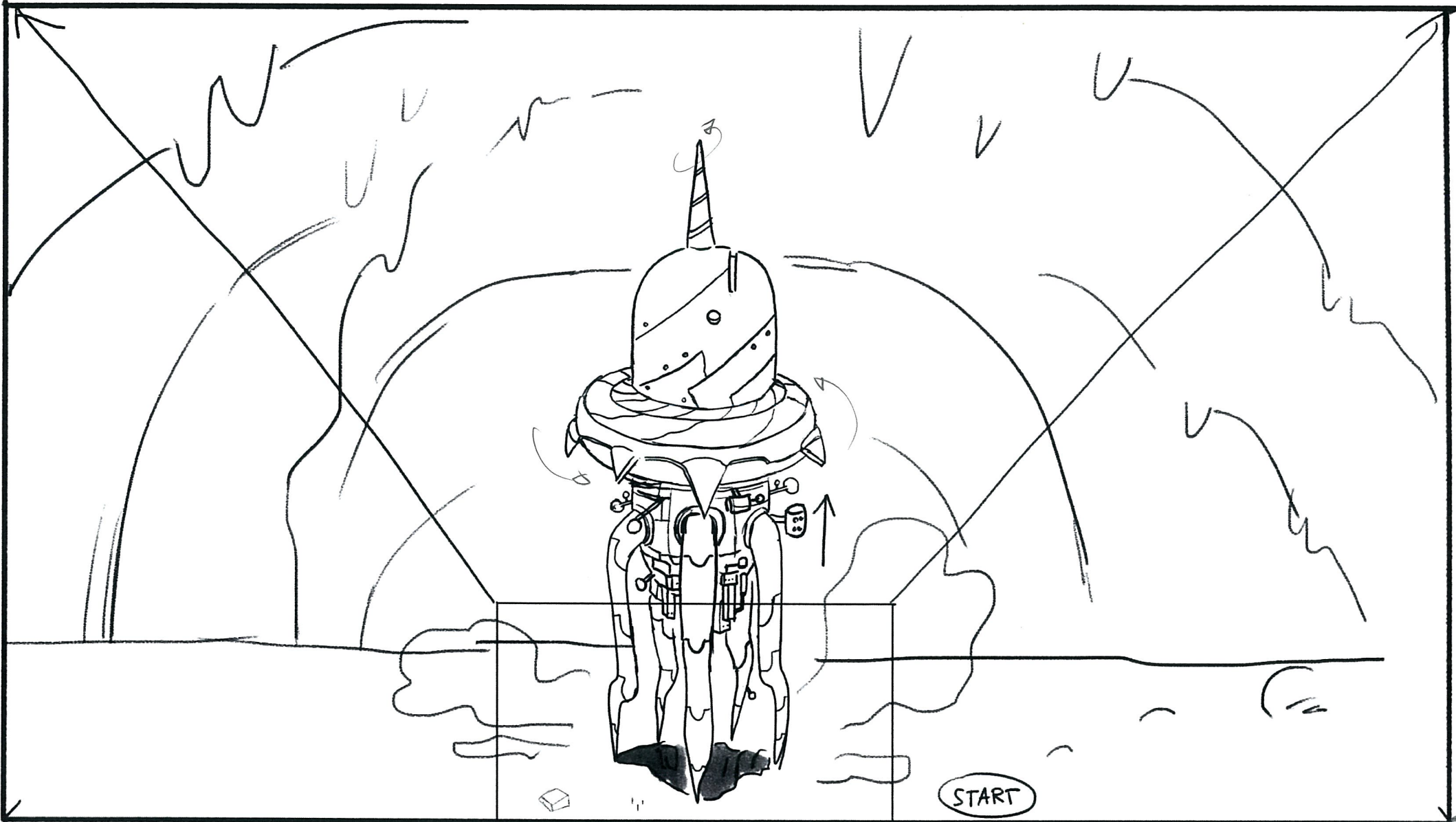
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



SC 15 PNL I

Page 36



Giant truck out reveals the ship.

EPISODE # 1034-242

Production :



© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

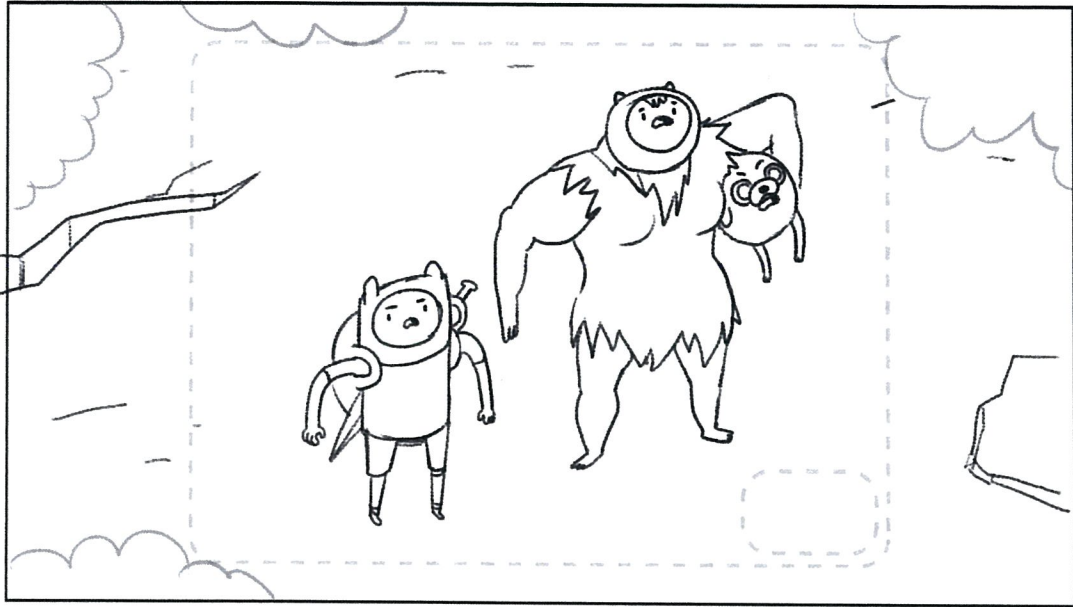


Sc. 16

Pnl. A

Bg.

day night

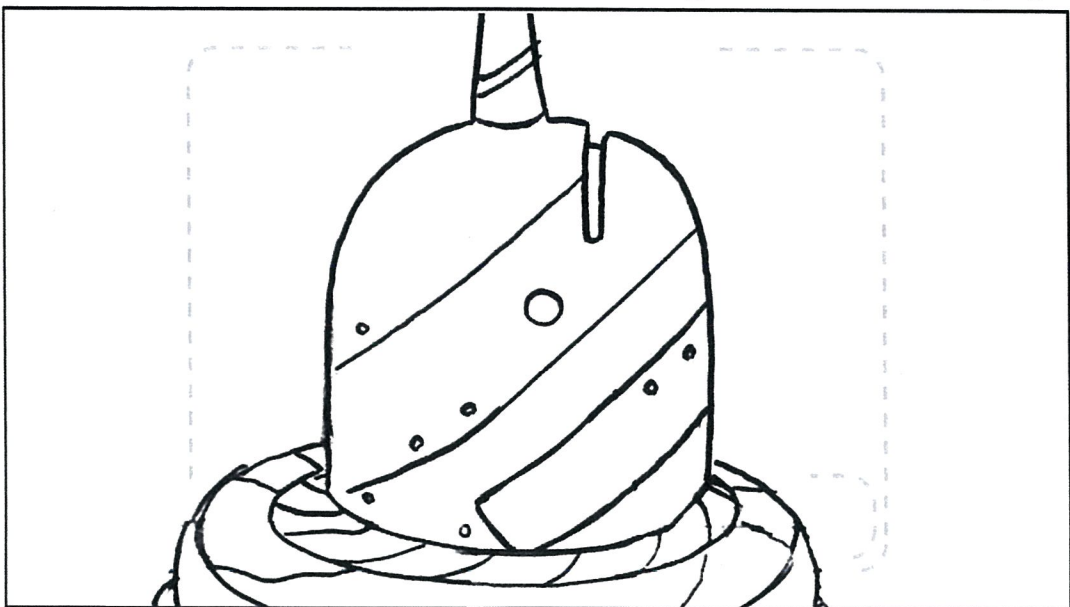


Sc. 17

Pnl. A

Bg.

day night



Dialog:

I: Woof.

SFX : * WHIRRR *

Action:

Timing:

1034-243

EPISODE #

Production :

ADVENTURE TIME

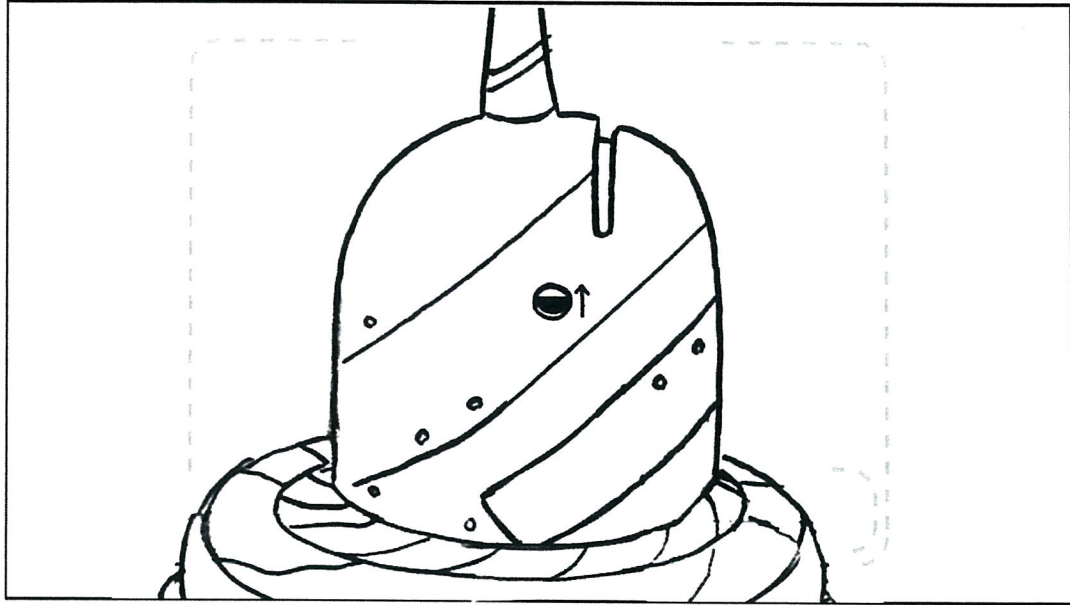


Sc. 17

Pnl. B

Bg.

day night

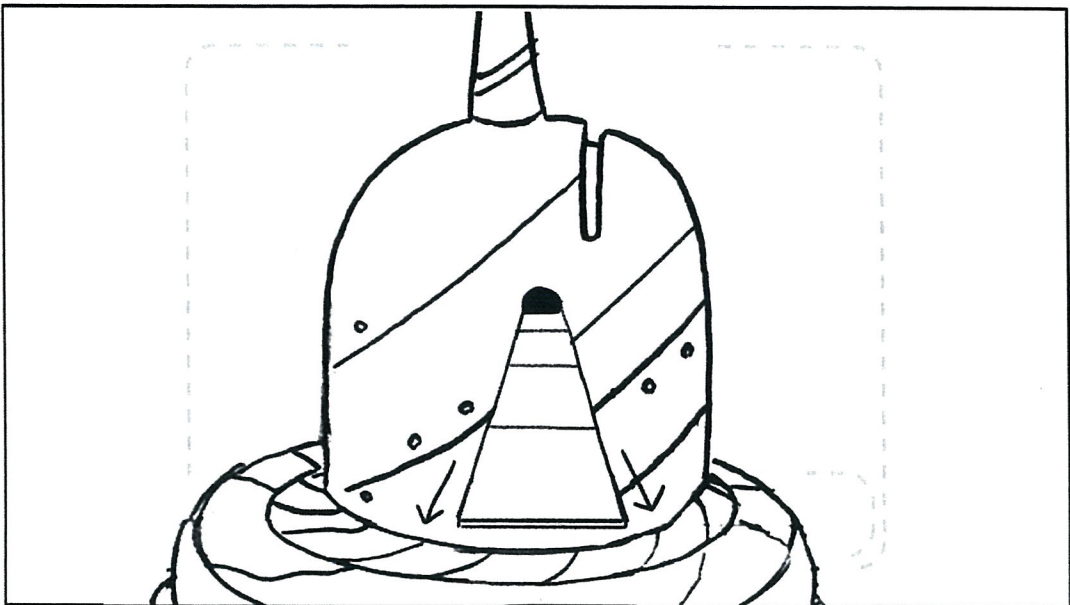


Sc. 17

Pnl. C

Bg.

day night



Dialog:	
Action:	- Hatch opens - Platform comes out.
Timing:	

ADVENTURE TIME

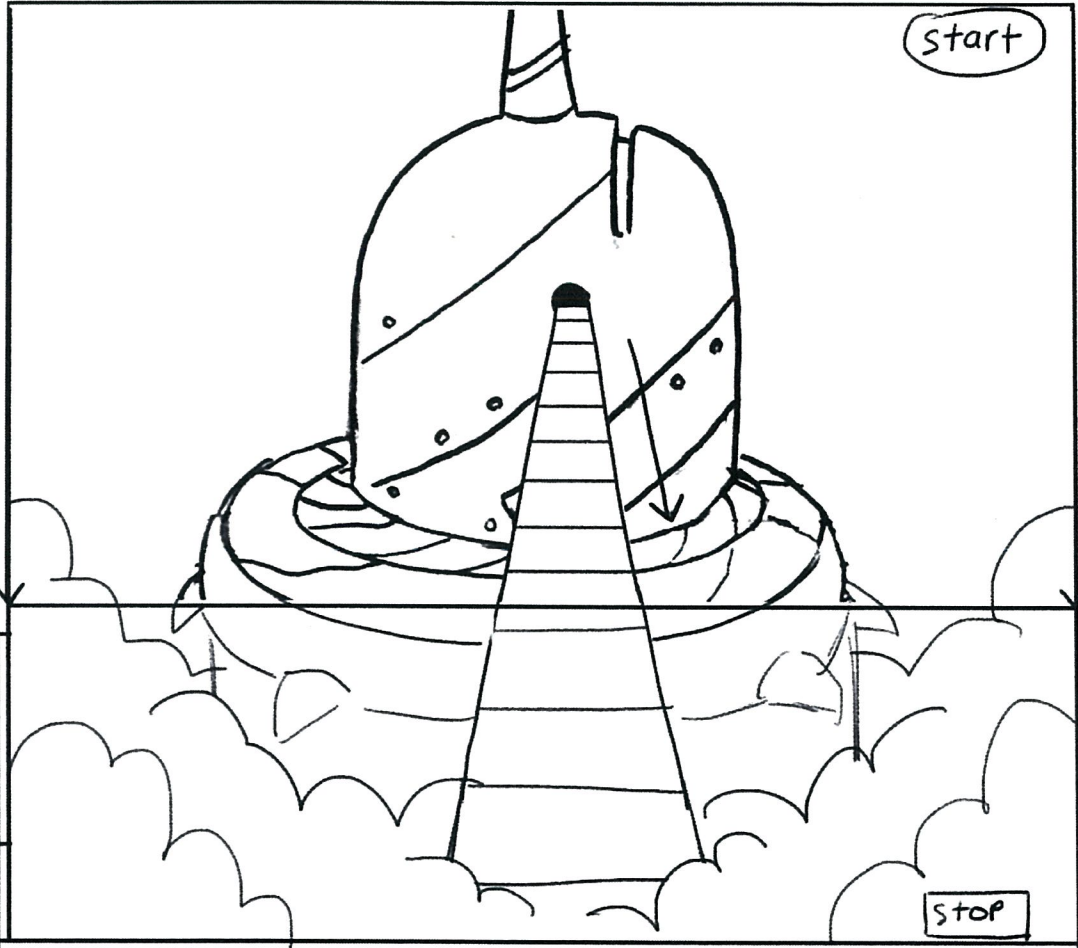


Sc. 17

Pnl. D

Bg.

day night

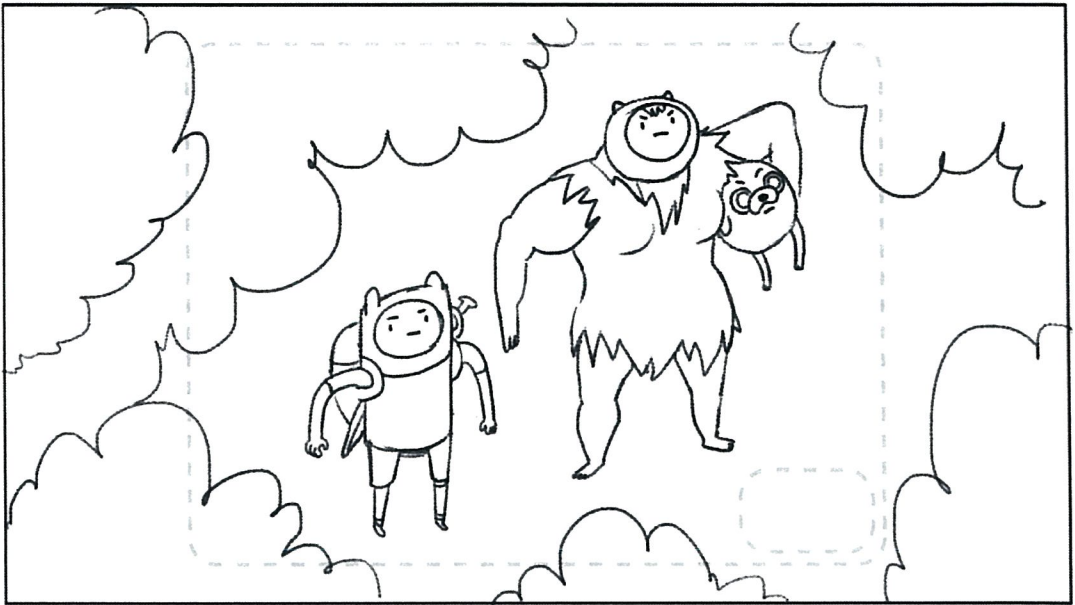


Sc. 18

Pnl. A

Bg.

day night



- RAMP LOWERS/ANIMATES OFF/S
- ADJ. W/ ACTION.

Timing:

EPISODE # 1034-24

Production :

ADVENTURE TIME



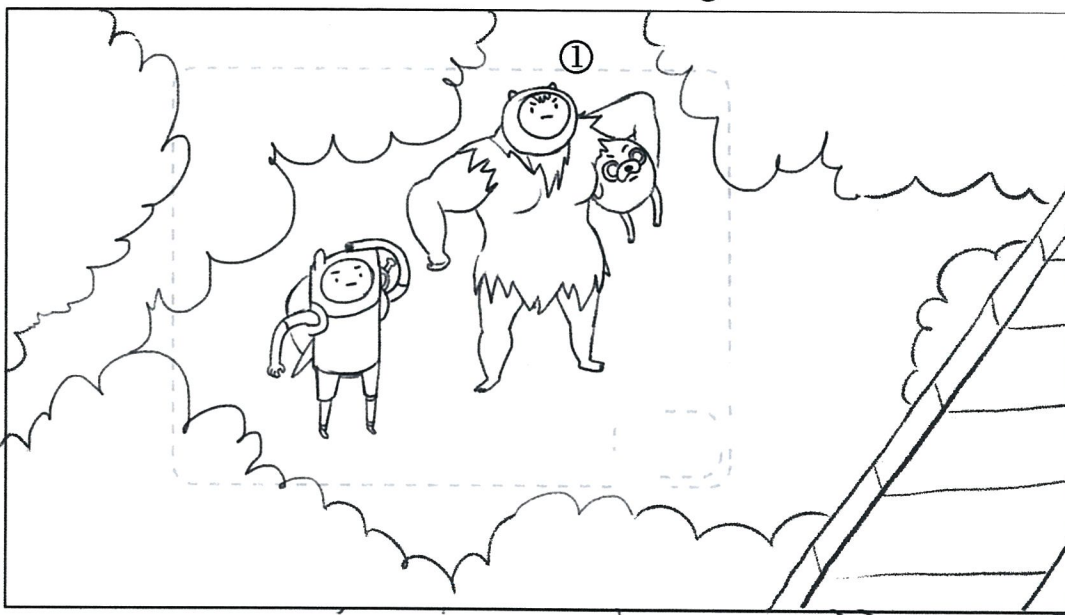
Page 40

Sc. 18

Pnl. B

Bg.

day night

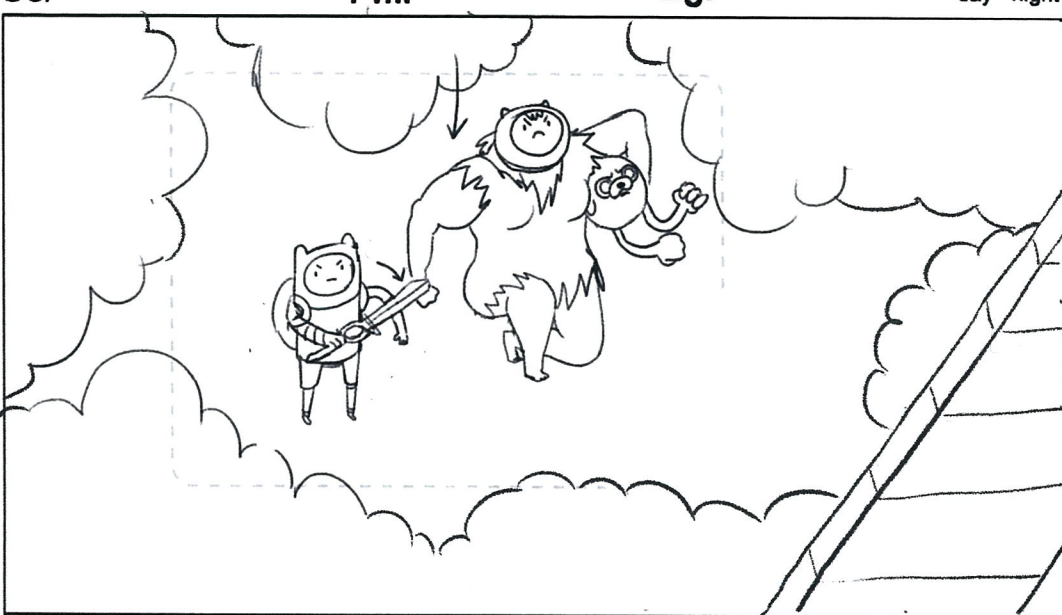


Sc. 18

Pnl. C

Bg.

day night

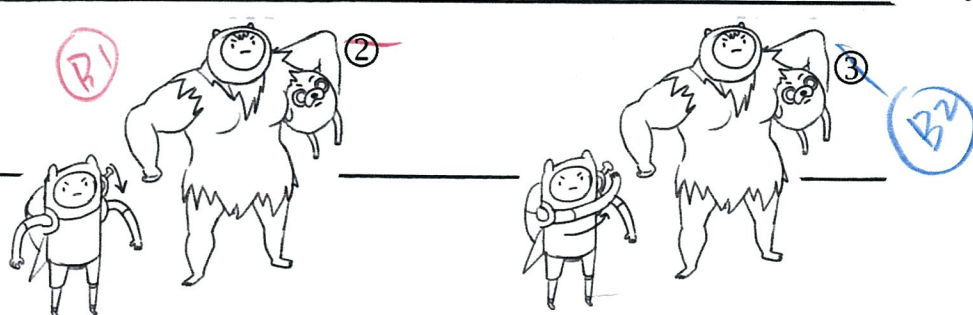


Dialog:

Action:

- RAMP LOWERS ON/S.
- F. SHIELDS EYES TO LOOK THROUGH DUST.

Timing:



SFX *FOOTSTEPS*

- TIFFANY WALKS ON/S,

1034-243

EPISODE #

Production :

ADVENTURE TIME



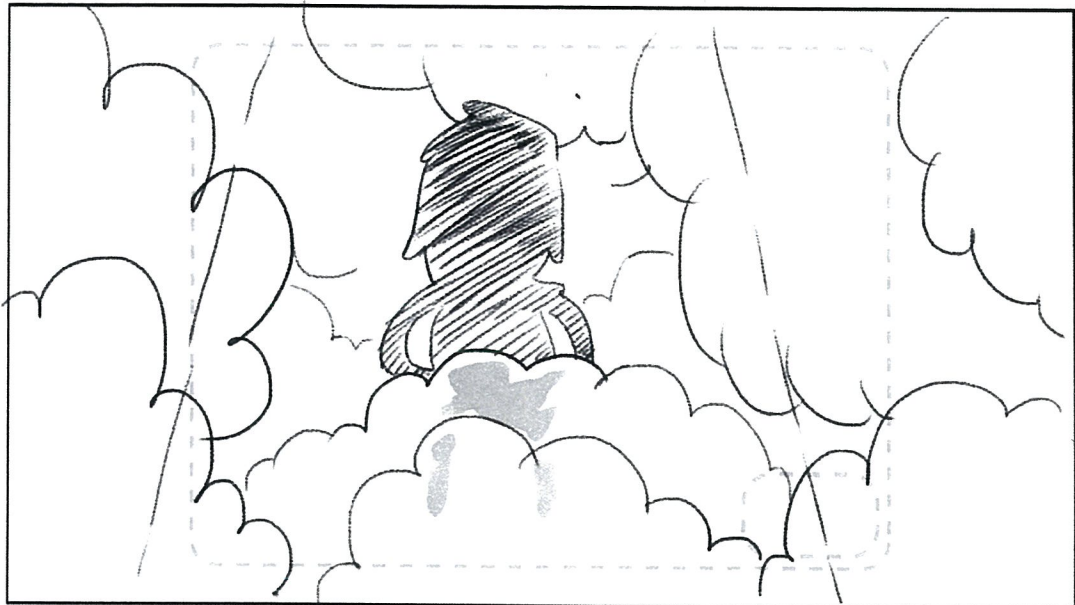
© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 22

Pnl. A1

Bg.

day night

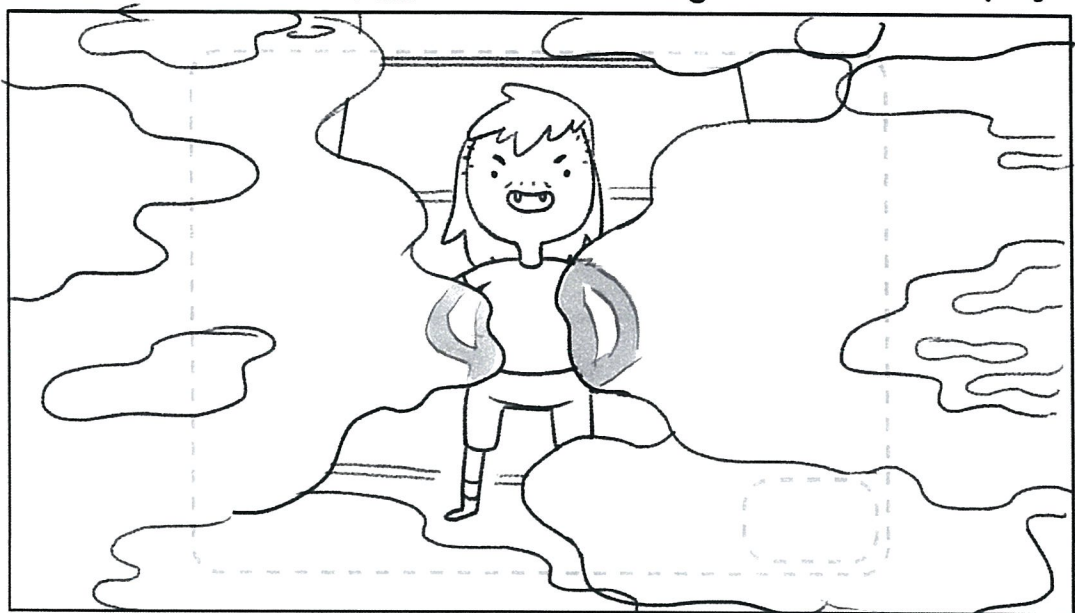


Sc. 22

Pnl. B

Bg.

day night



Dialog:

I : Hey bozos --

I : it's me !

Action:

Timing:

034-24

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Next Pg 43

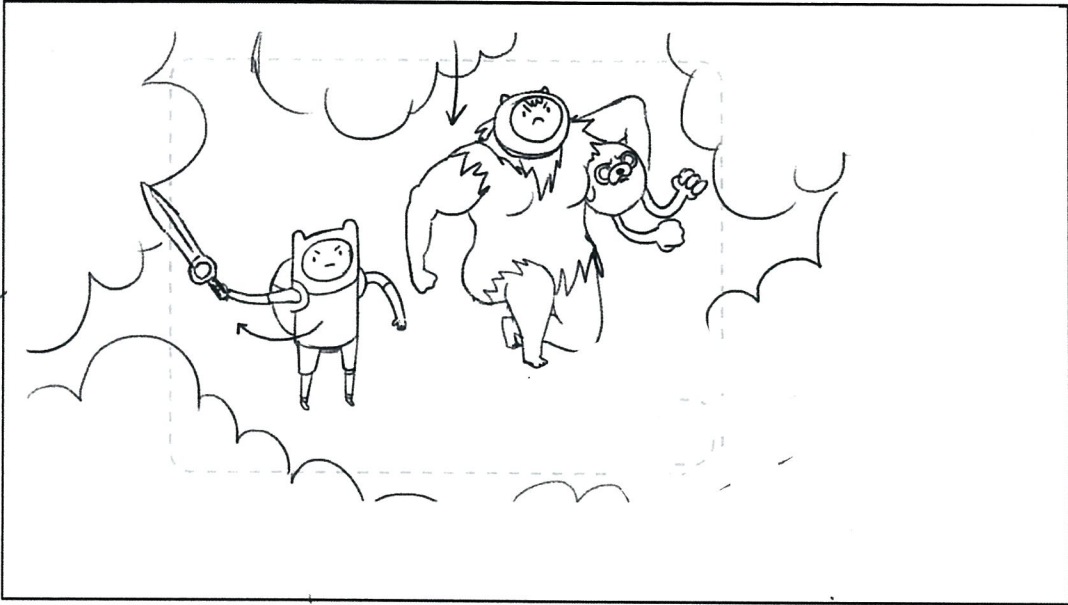
Page 41

Sc. 18

Pnl. D

Bg.

day night

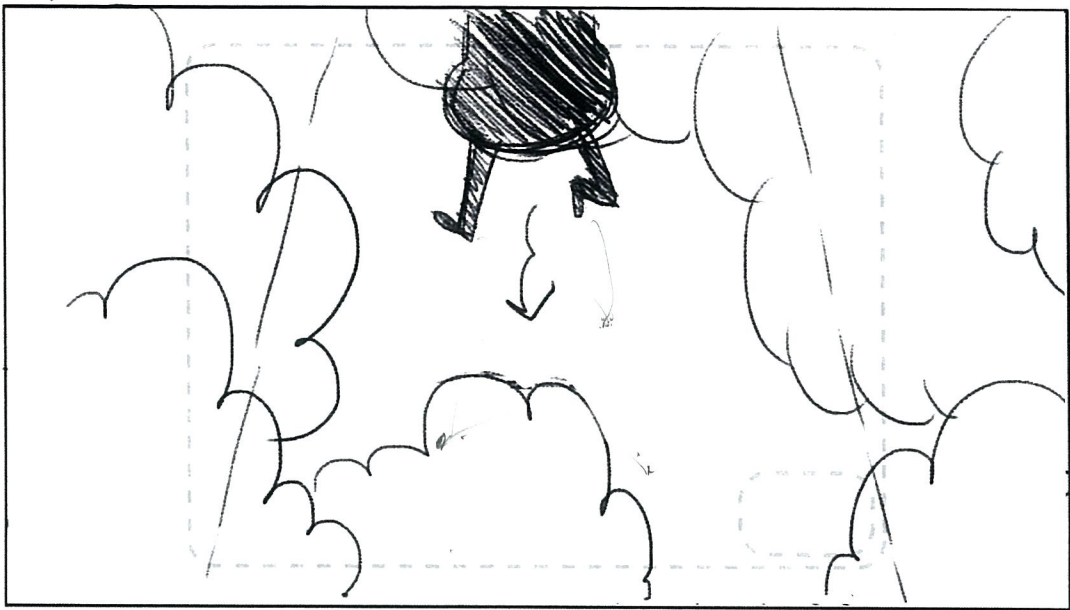


Sc. 19

Pnl. A

Bg.

day night



Dialog:

SFX *FOOTSTEPS*

Action:

Timing:

1054-243

EPISODE #

Production :

ADVENTURE TIME



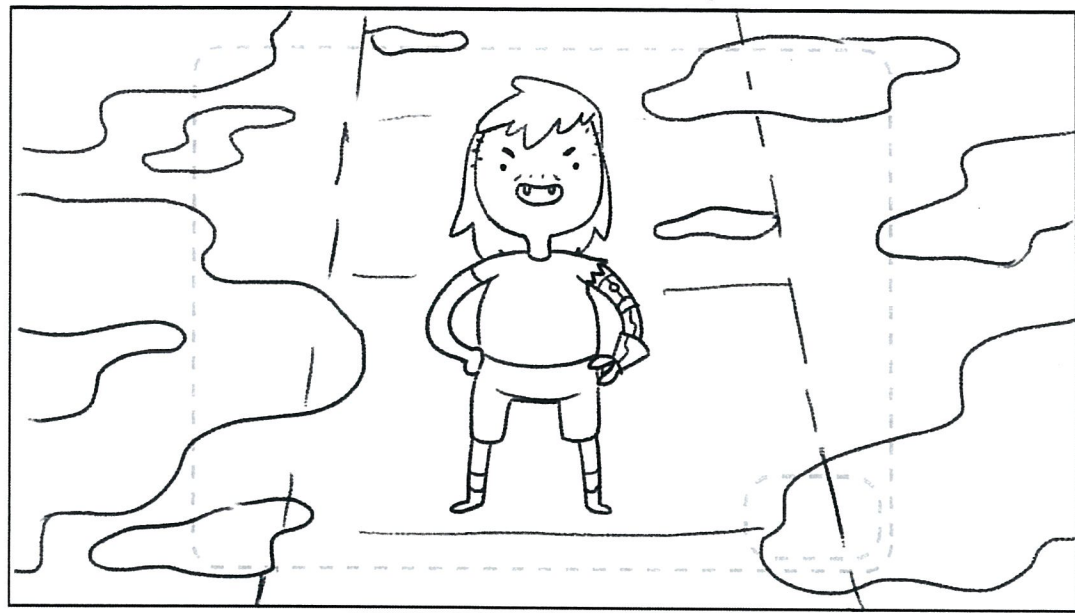
Page 44

Sc. 22

Pnl. C

Bg.

day night

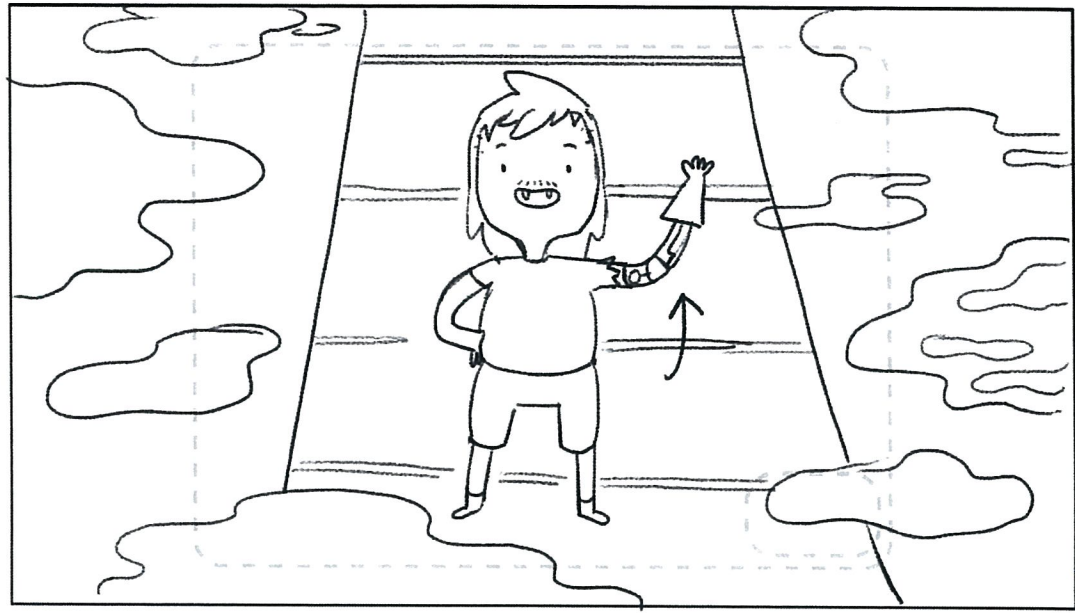


Sc. 22

Pnl. D

Bg.

day night



Dialog:	<u>I: Cyber - Tiffany!</u>
Action:	
Timing:	

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

EPISODE # 054-24

Production :

ADVENTURE TIME

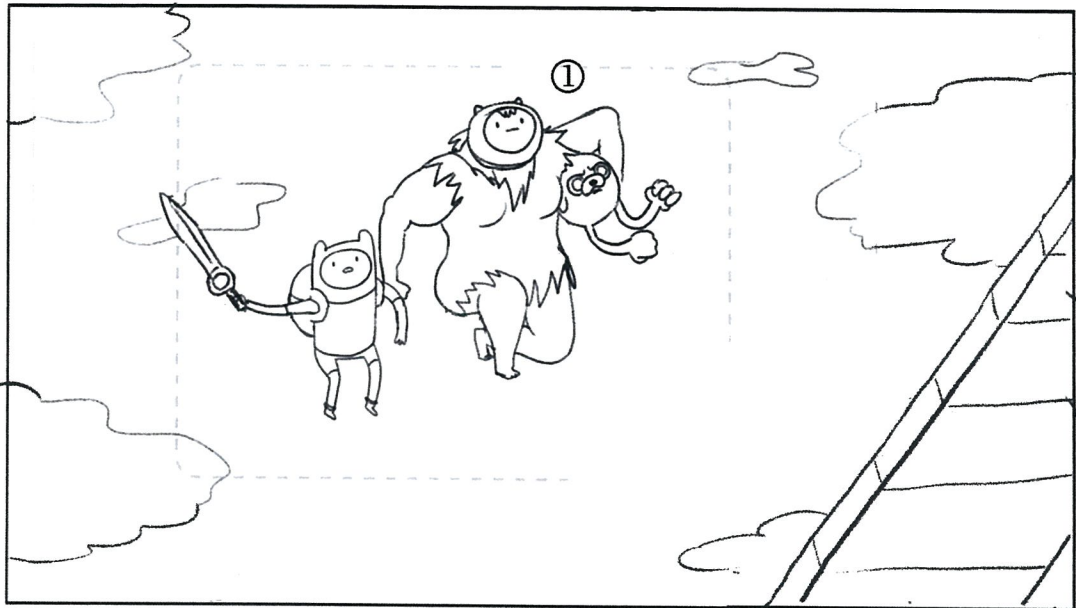


Sc. 23

Pnl. A

Bg.

day night

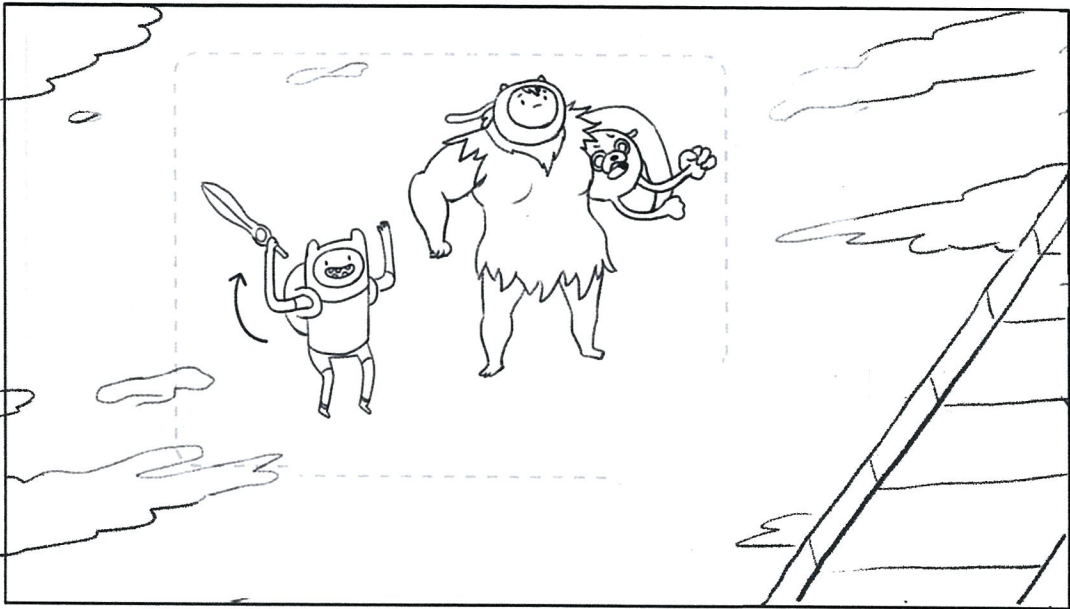


Sc. 23

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



F: TIFFANY!

1054-24

EPISODE #

Production :

ADVENTURE TIME



Sc. 23

Pnl. C

Bg.

day night

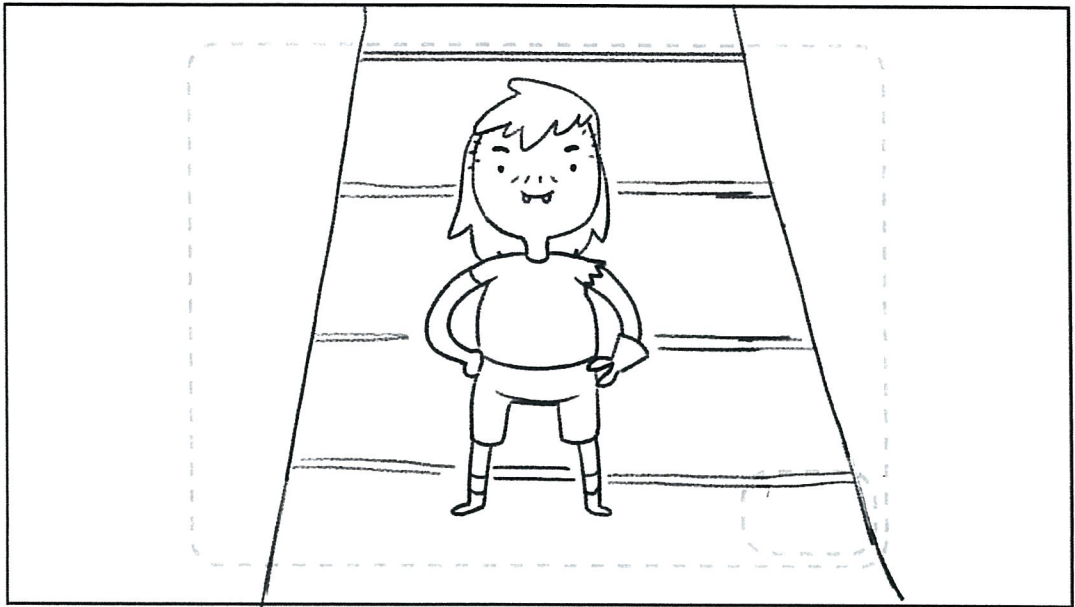


Sc. 24

Pnl. A

Bg.

day night



Dialog:	F: I thought you got ate by the worm queen!
Action:	
Timing:	

EPISODE # 1034-24

Production :

ADVENTURE TIME

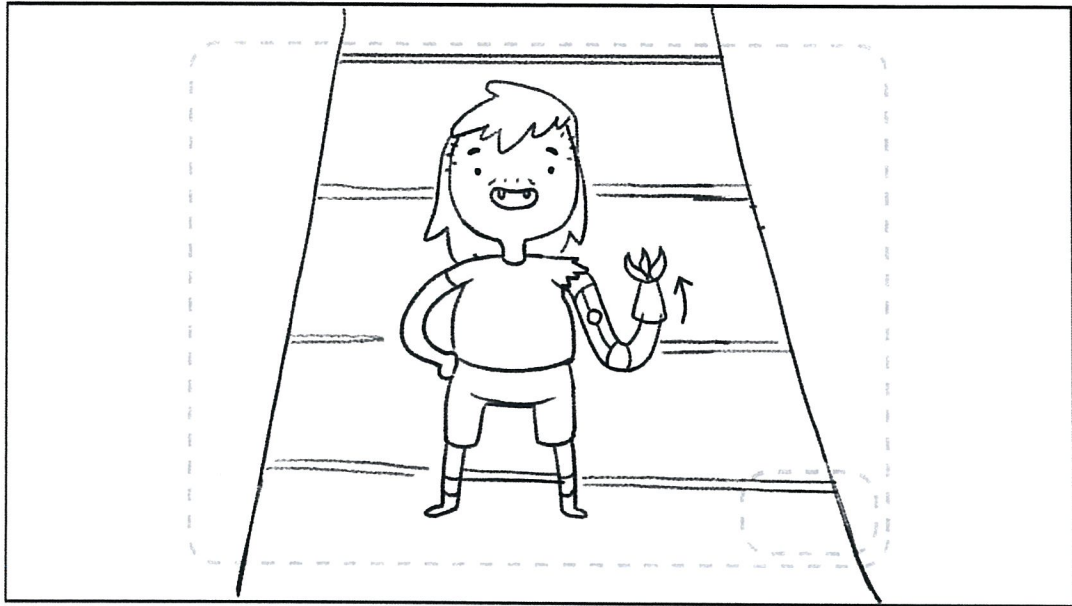


Sc. 24

Pnl. B

Bg.

day night

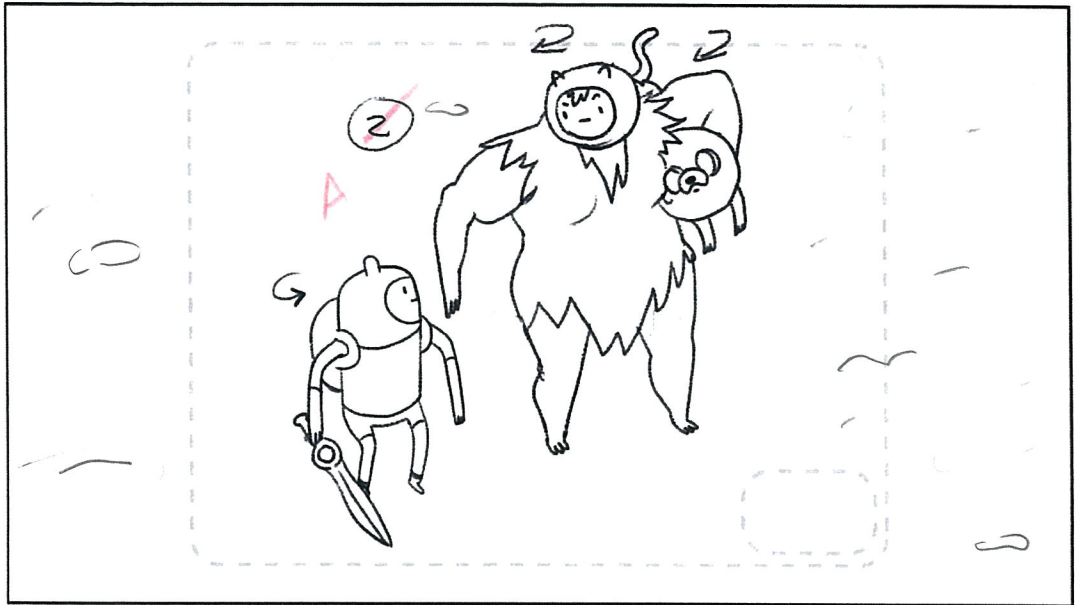


Sc. 25

Pnl. A

Bg.

day night



Dialog:

I: Come w/ me and I'll explain almost everything!

Action:

Timing:



EPISODE # 1034-243

Production :

ADVENTURE TIME



Sc. 25

Pnl. B

Bg.

day night

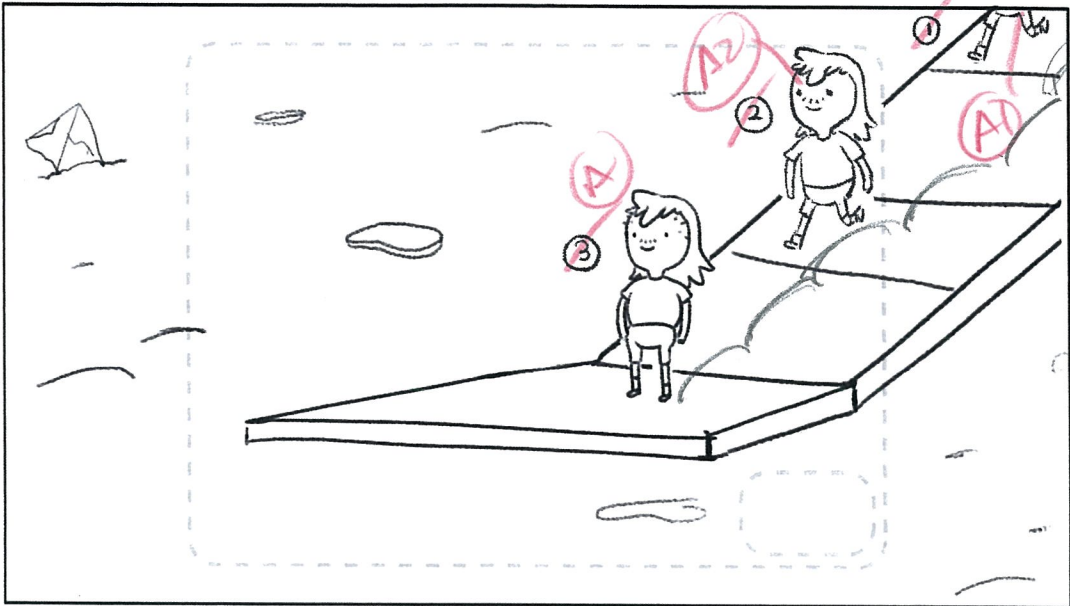


Sc. 26

Pnl. A

Bg.

day night



Dialog:

Action:

F, J, ss shrug.

Timing:



F sheaths his sword

EPISODE # 1034-243

Production :

ADVENTURE TIME



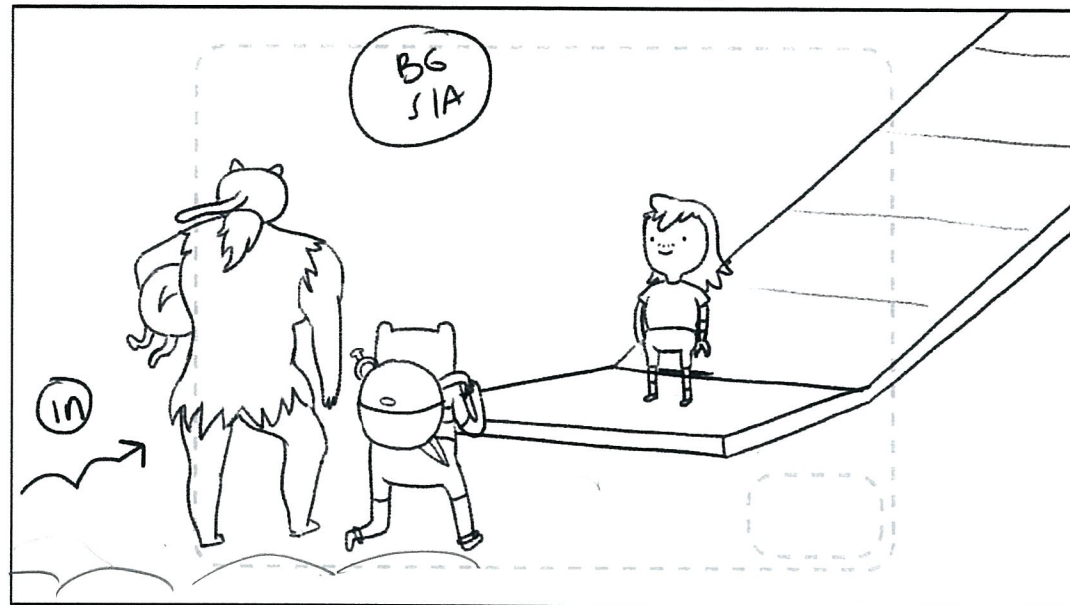
Page 49

Sc. 26

Pnl. B

Bg.

day night

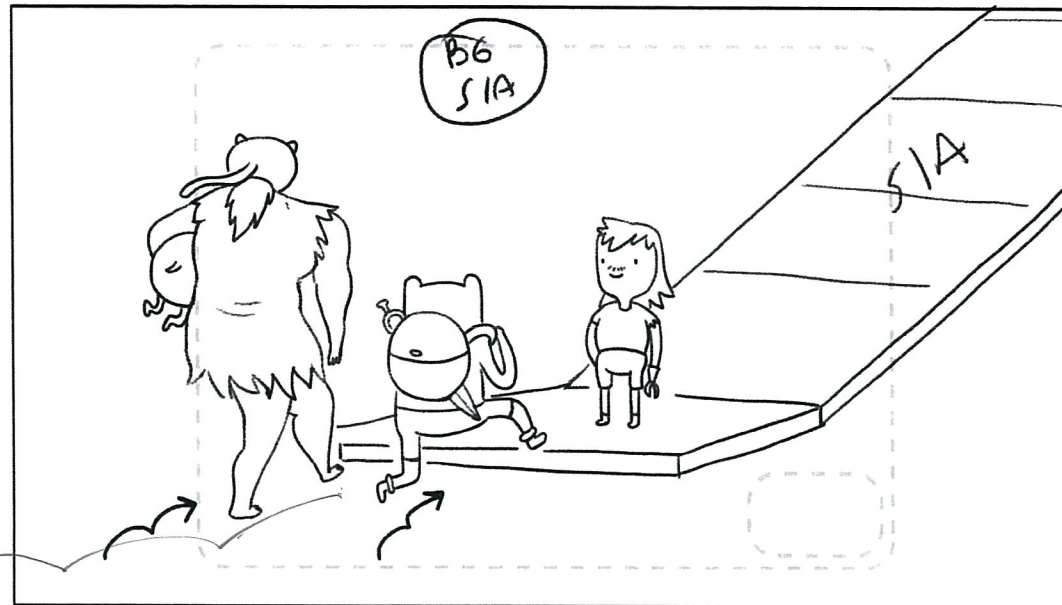


Sc. 26

Pnl. C

Bg.

day night



Dialog:

Action:

- SUSAN + FINN WALK ON/S.

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME



Next Pg 52

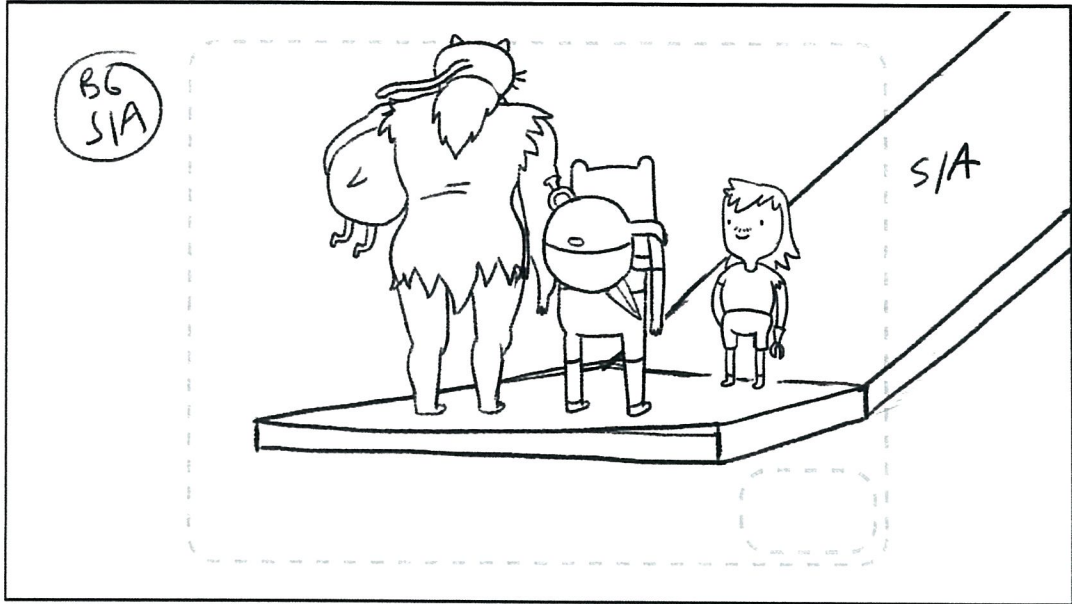
Page 50

Sc. 26

Pnl. D

Bg.

day night

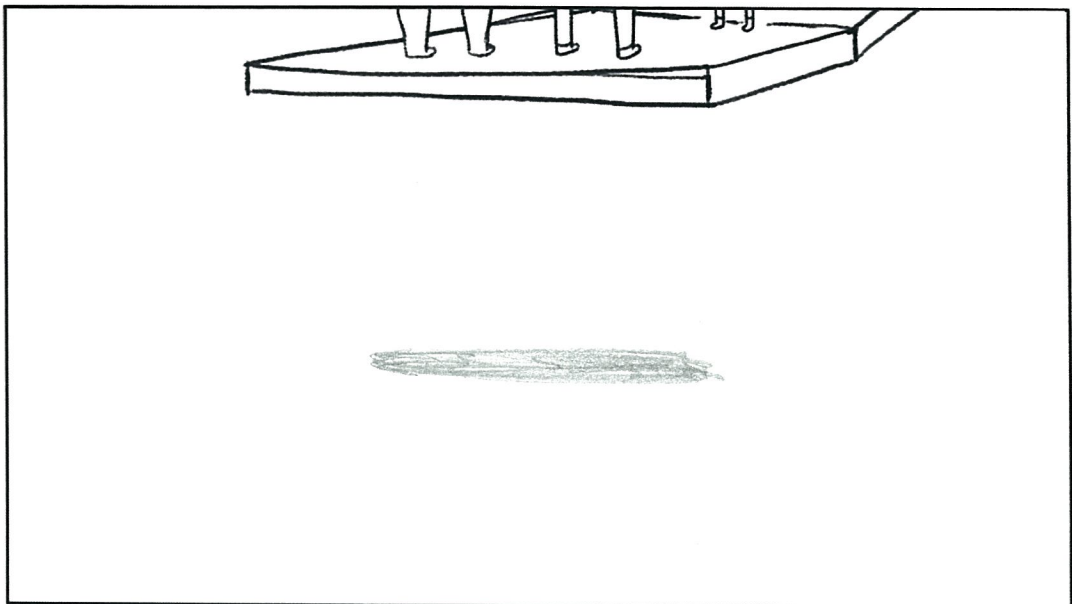


Sc. 26

Pnl. E

Bg.

day night



Dialog:
Action: - RAMP LIFTS OFF/S.
Timing:

Production : 1034-243 EPISODE #

ADVENTURE TIME

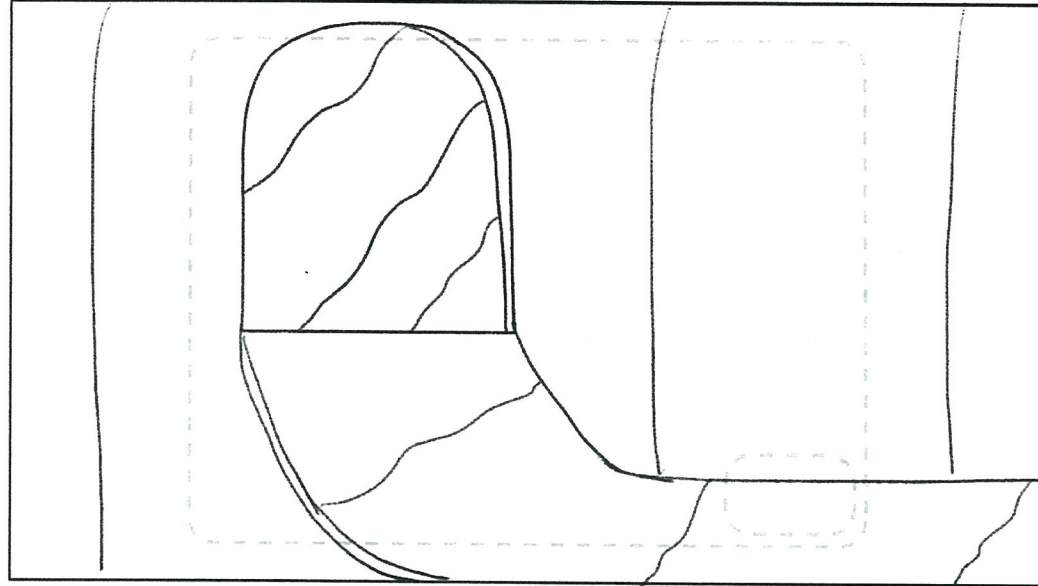


Sc. 28

Pnl. A

Bg.

day night

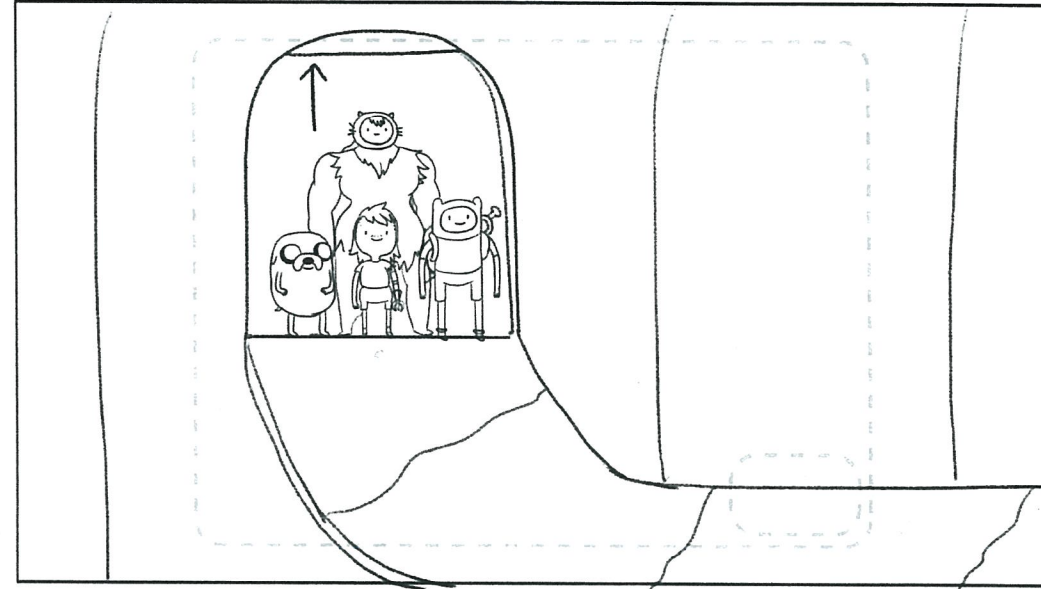


Sc. 28

Pnl. B

Bg.

day night



Dialog:

(V/O)
Ship: Welcome new flesh.

Action:

- SHIP INT.

- DOOR RISES.

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME

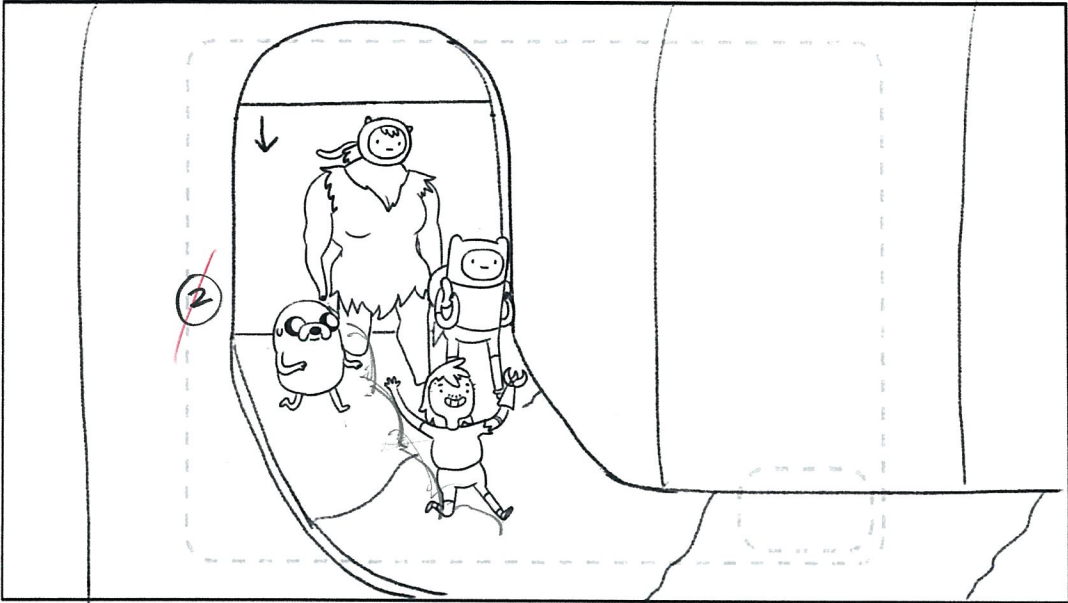


Sc.28

Pnl. C

Bg.

day night

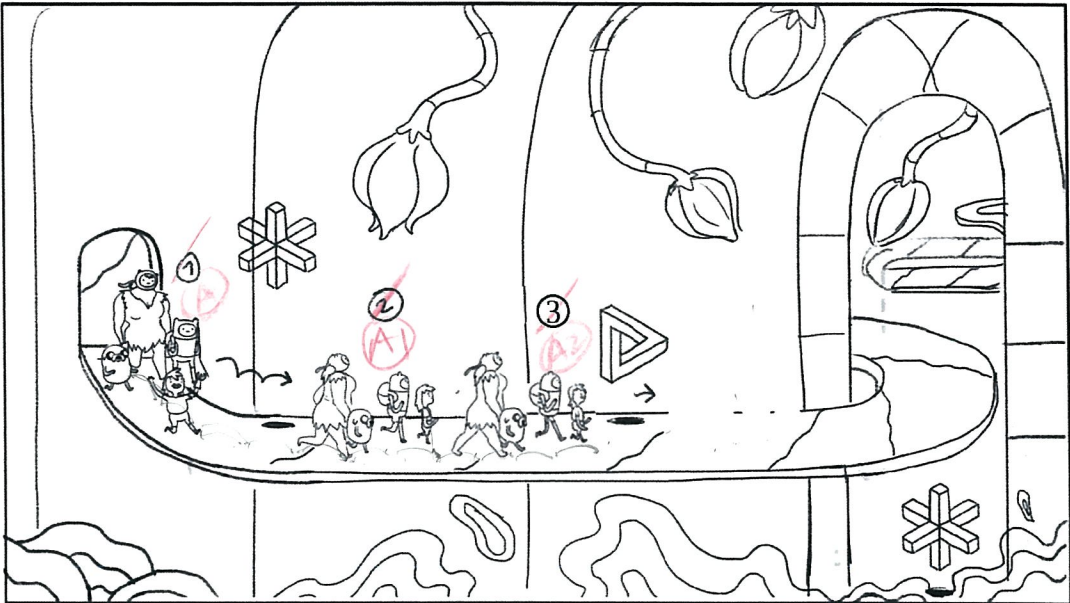


Sc. 29

Pnl. A

Bg.

day night



Dialog:

T: Pretty nice huh?

Action:

- TIFFANY LEADS F, J, SUSAN ONTO CATWALK.

Timing:

T: I mean I came straight from a WORM QUEEN'S intestine so I'm biased.



EPISODE # 1034-243

Production :

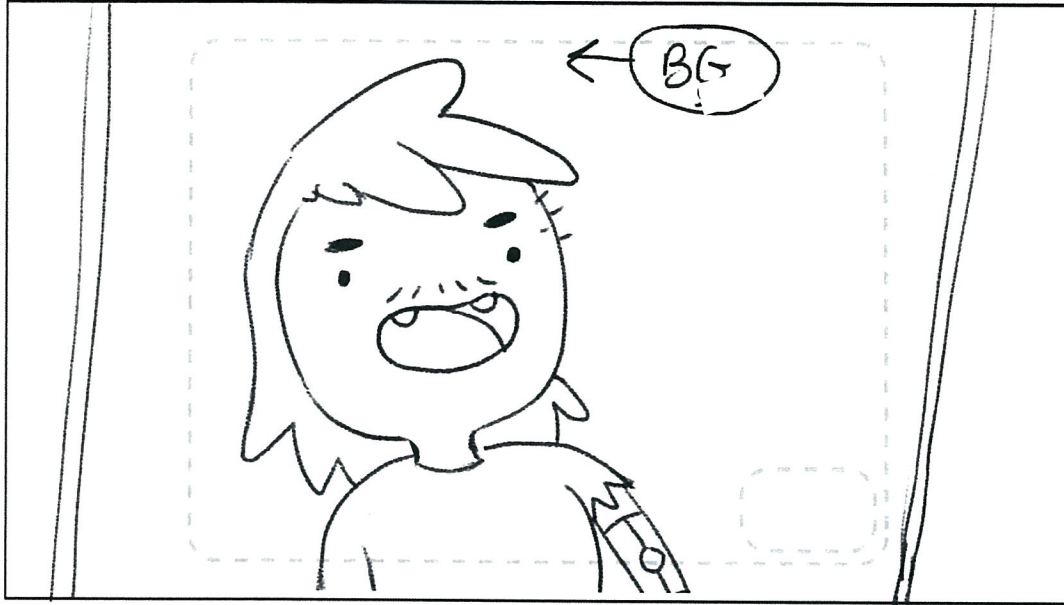


Sc. 31

Pnl. A

Bg.

day night

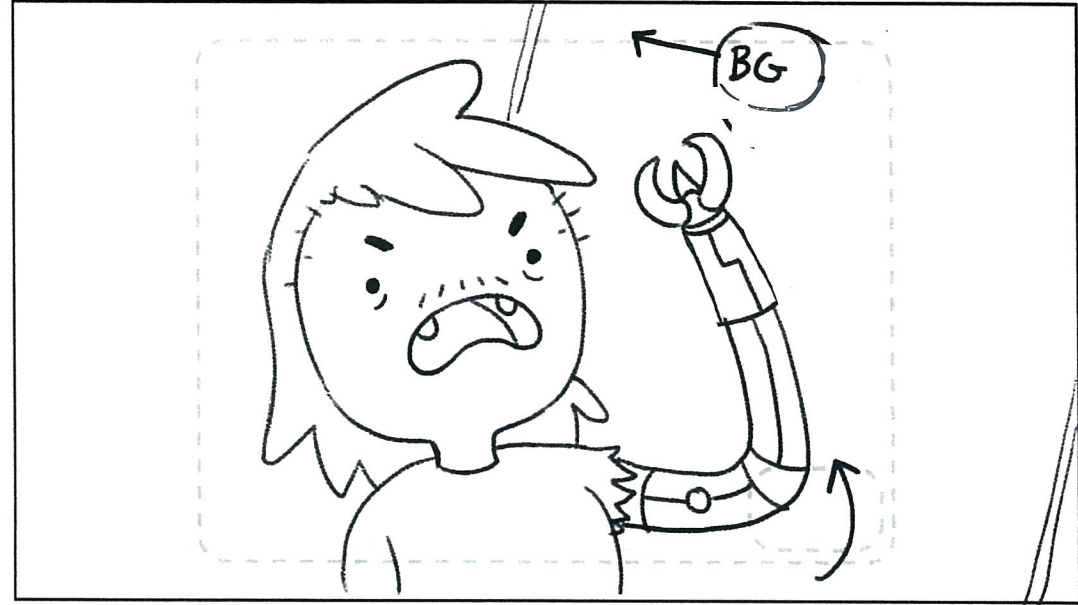


Sc. 31

Pnl. B

Bg.

day night



Dialog:

I: I was like a crazed vermillion crab

Action:

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME



Next Pg 60

Page 56

Sc. 31

Pnl. C

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:

I: -- limping along the sea floor.

Action:

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME

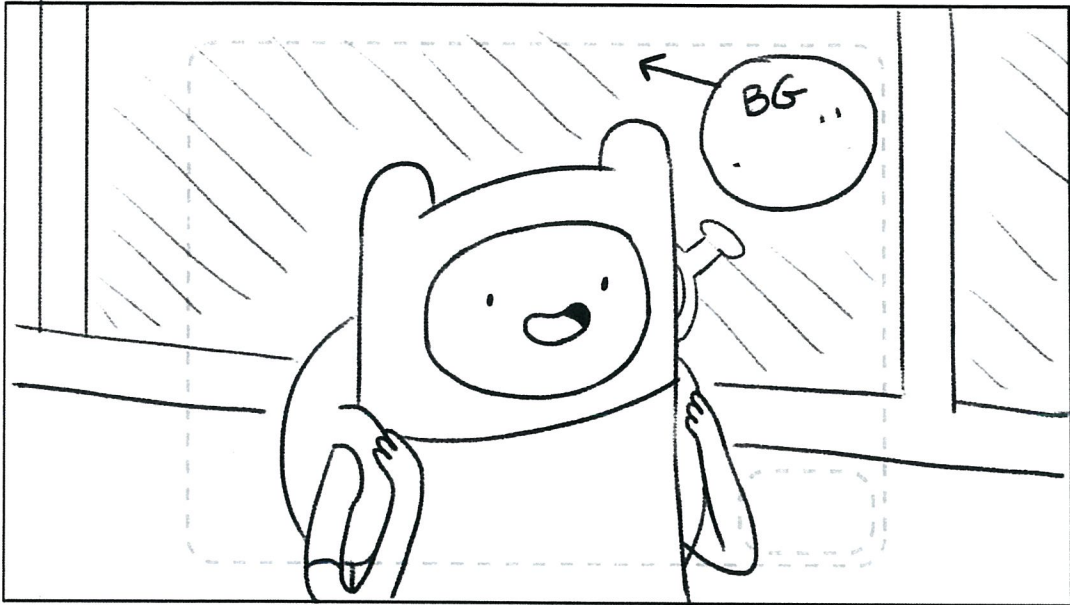


Sc. 35

Pnl. A

Bg.

day night

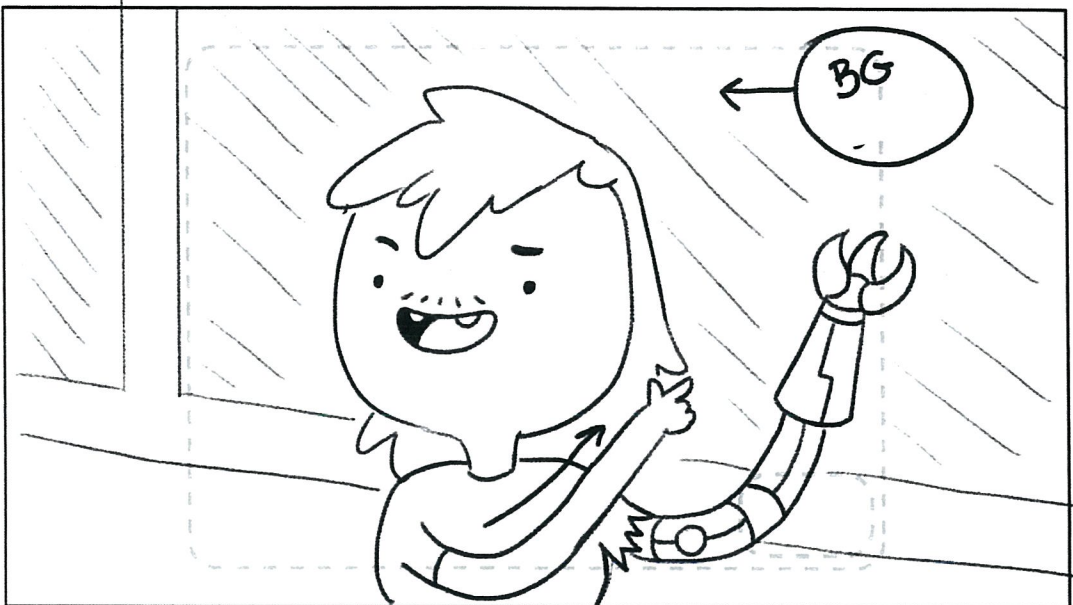


Sc. 36

Pnl. A

Bg.

day night



Dialog:

F: How'd you get that sick
bionic arm!

I: Oh this ol' thang?

Action:

Timing:



EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

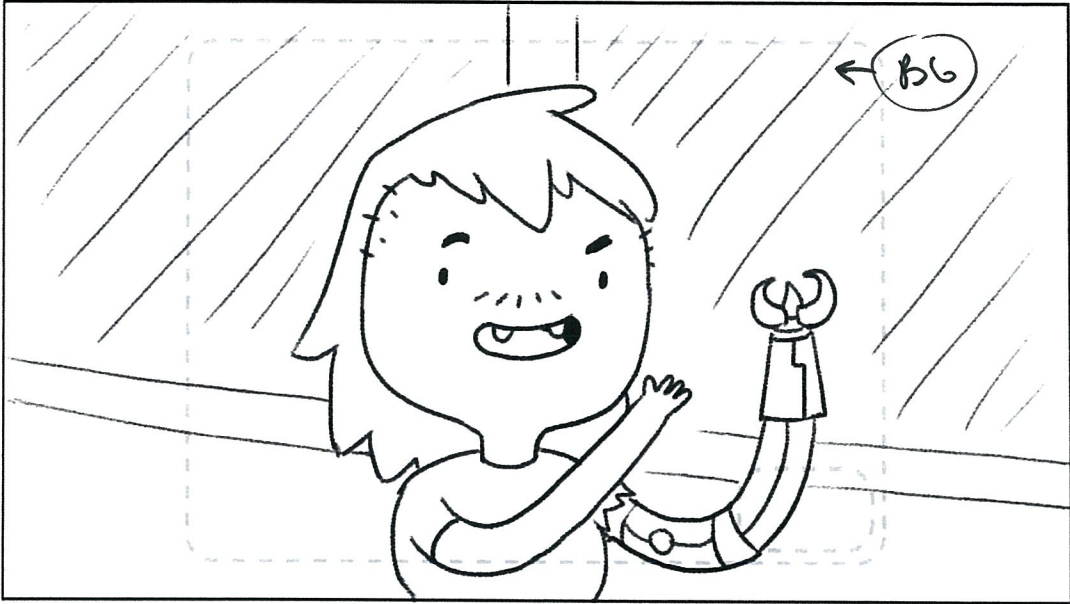


Sc. 36

Pnl. B

Bg.

day night

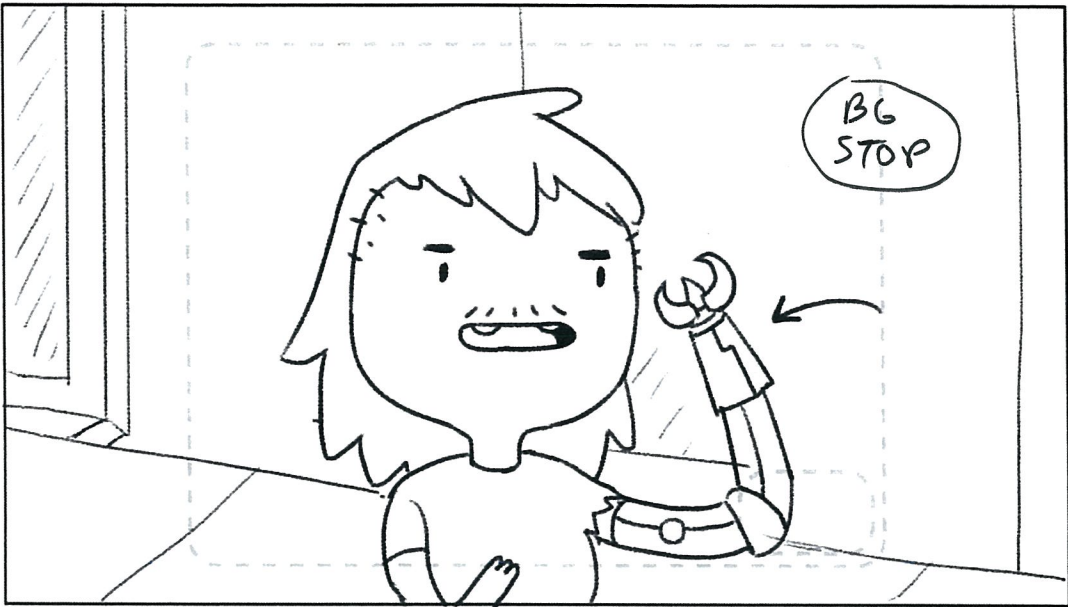


Sc. 36

Pnl. C

Bg.

day night



Dialog:

I: It was a gift from the Doctor.

Action:

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME

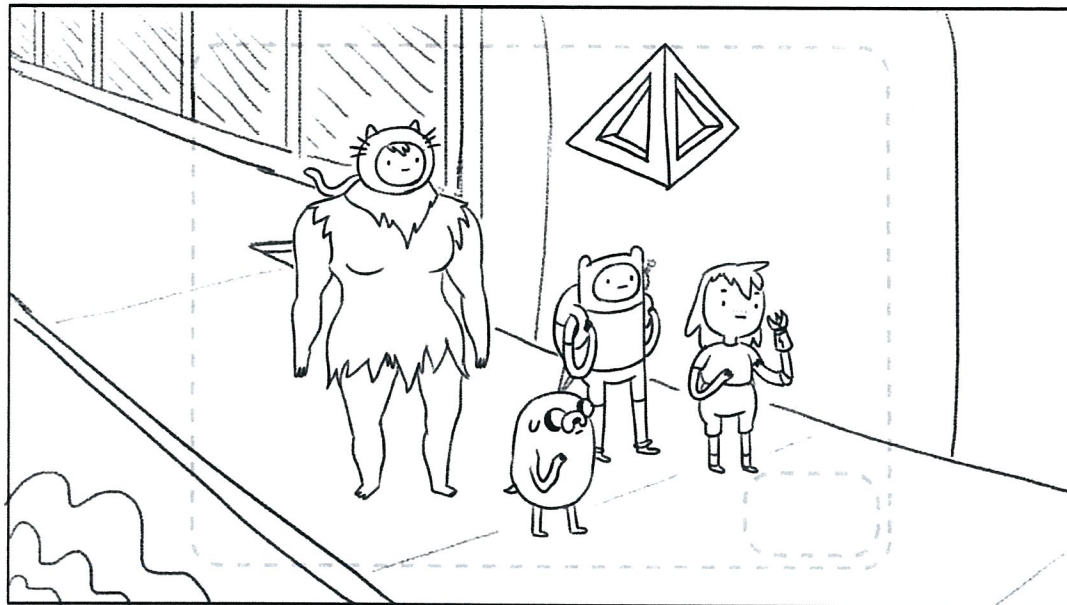


Sc. 37

Pnl. A

Bg.

day night

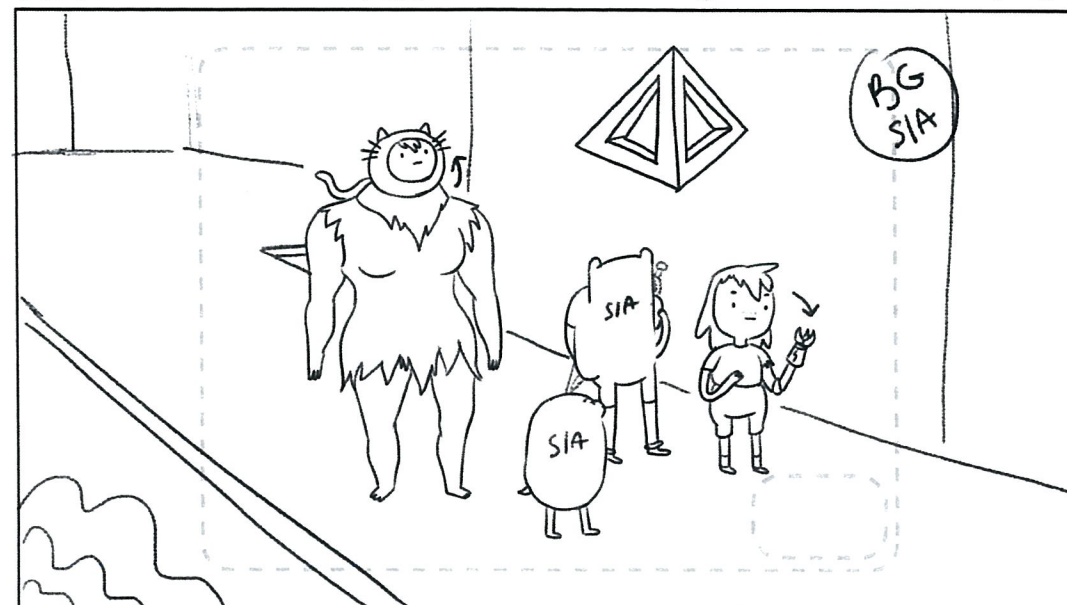


Sc. 37

Pnl. B

Bg.

day night



Dialog:

Action:

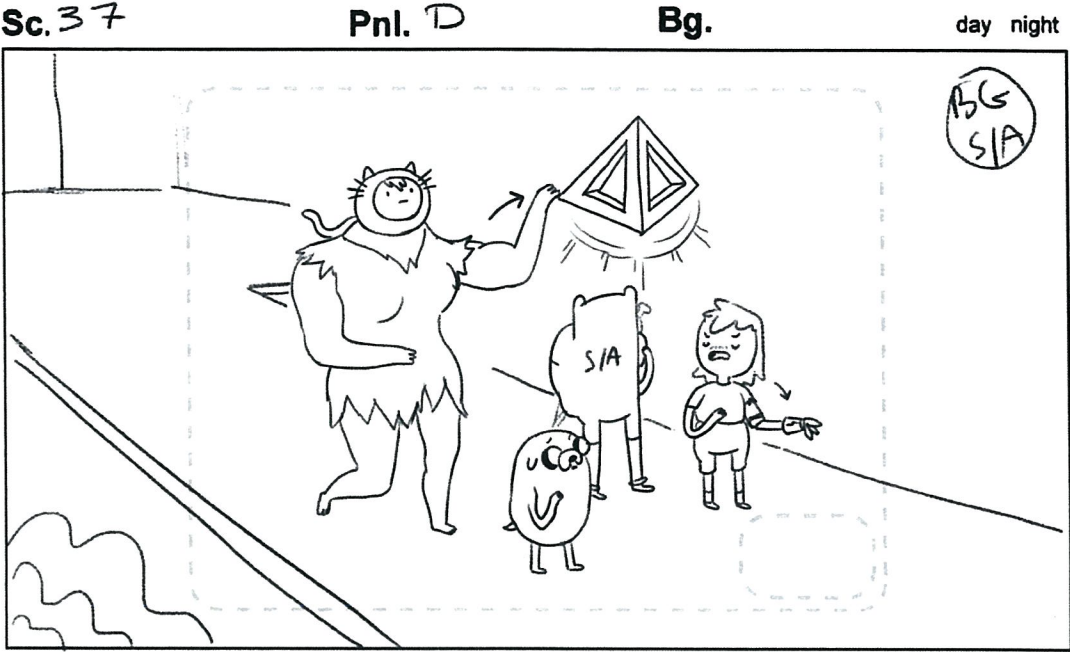
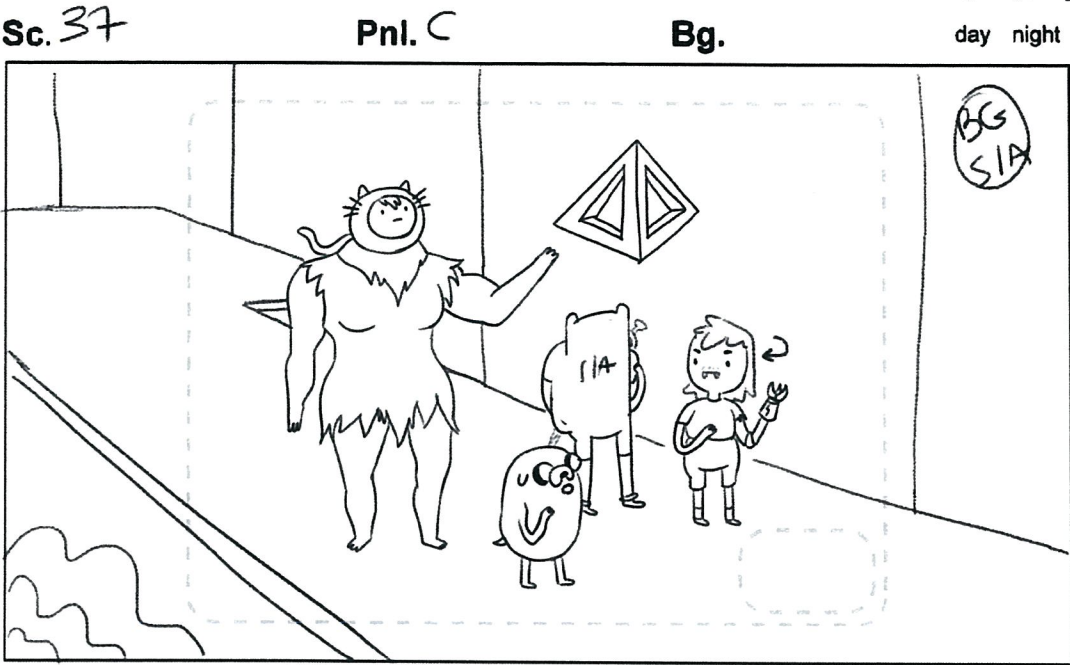
-SS looks up at the shape.

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME

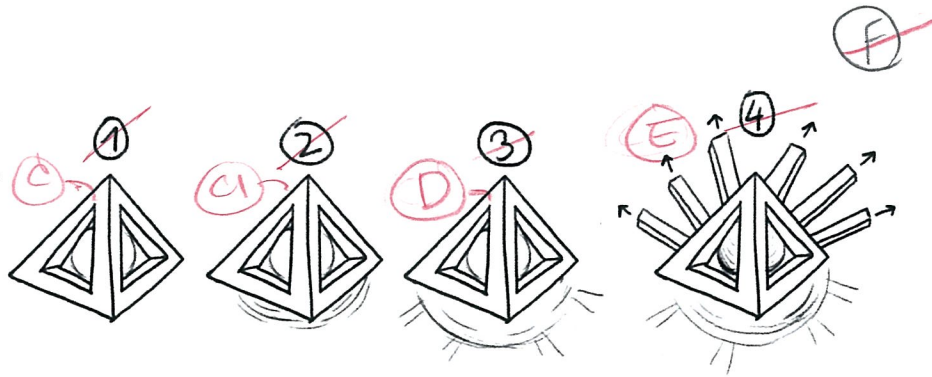


Dialog: J: The Doctor?

Action: - SUSAN TOUCHES SHAPE.

Timing:

T: Later, Jake, later.



shape lights up and expands when (SS) touches it.

EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

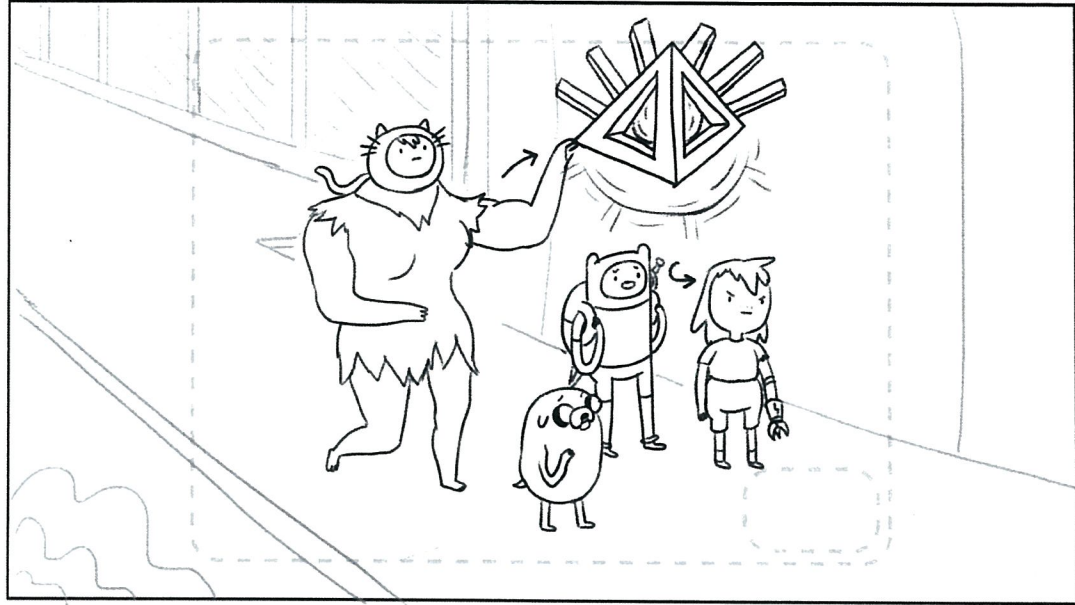


Sc. 37

Pnl. E

Bg.

day night

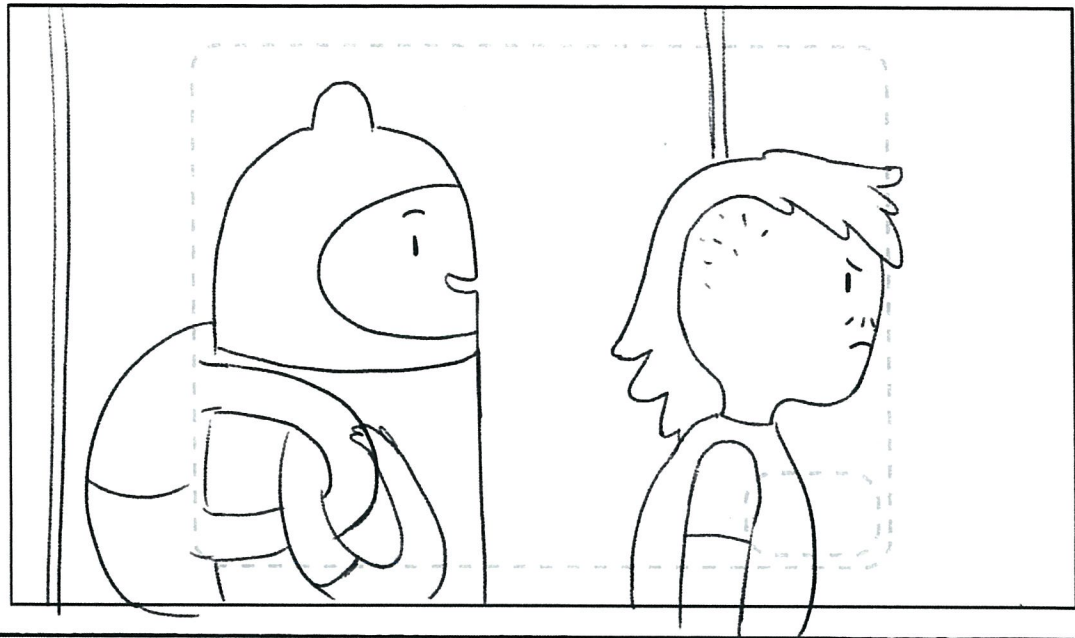


Sc. 38

Pnl. A

Bg.

day night



Dialog:

BUT HOW DID YOU --

Action:

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME

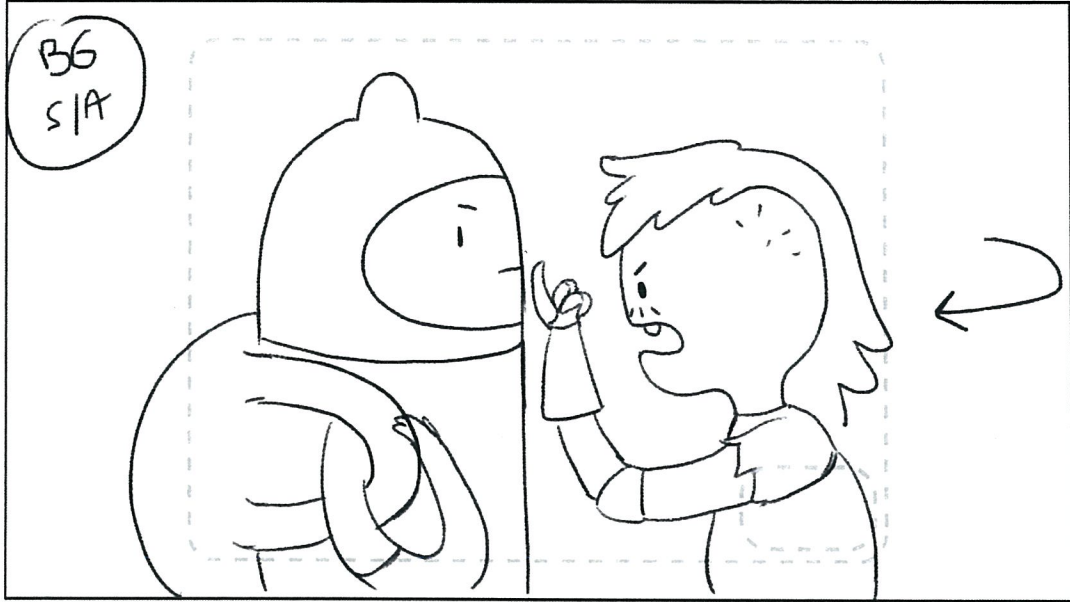


Sc. 32

Pnl. B

Bg.

day night

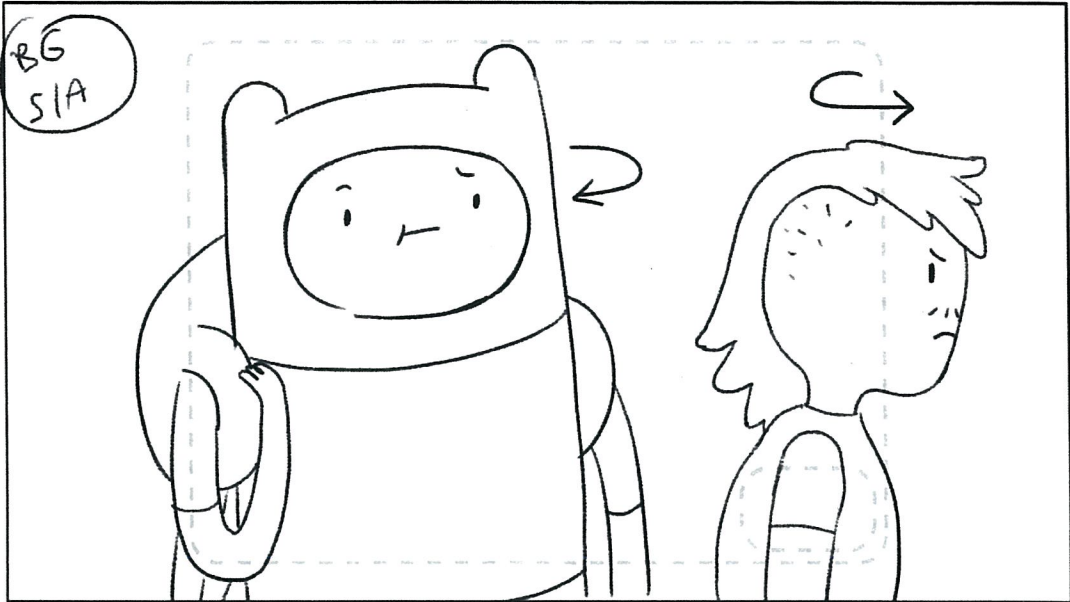


Sc. 38

Pnl. C

Bg.

day night



Dialog:

I: Cyber-shush, Finn!
Wait for the reveal.

Action:

Timing:

EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



No Sc 39

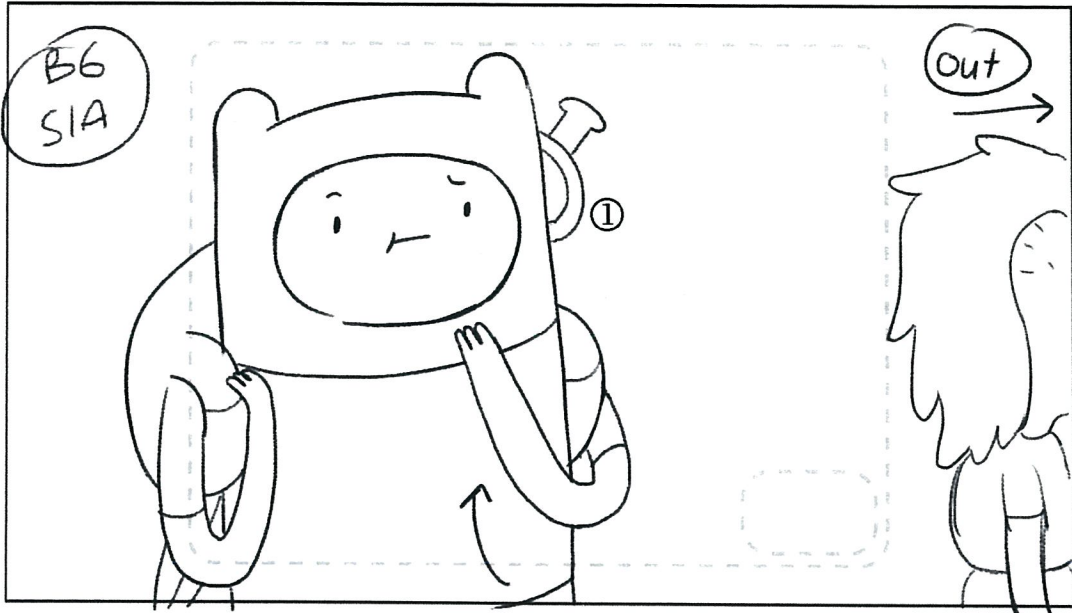
Page 66

Sc.38

Pnl. D

Bg.

day night

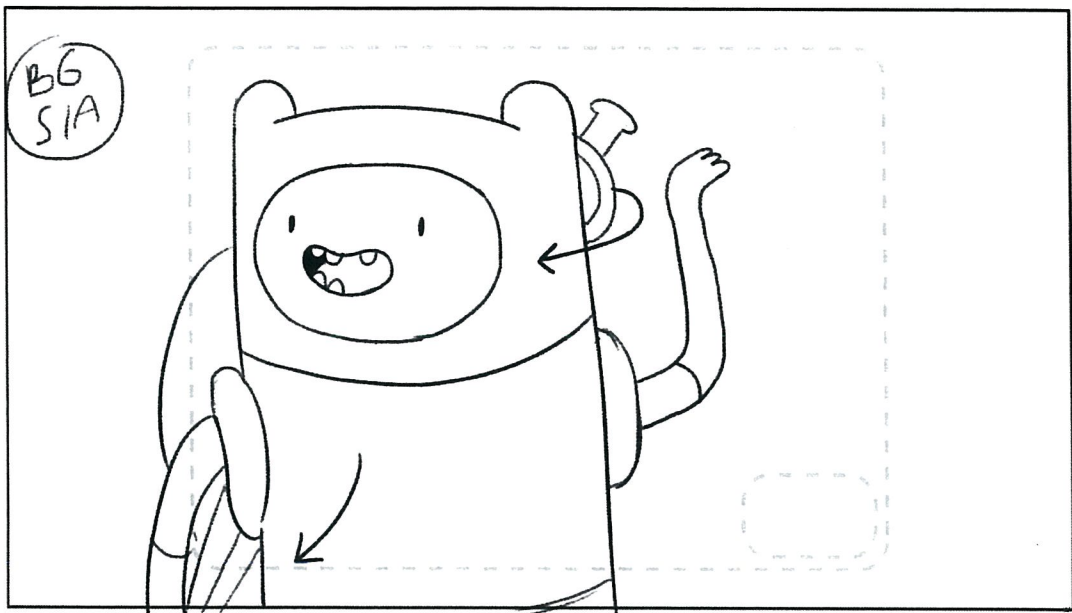


Sc.38

Pnl. E

Bg.

day night

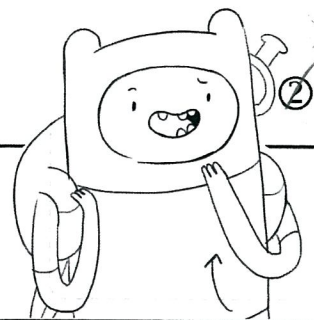


Dialog:

F : Hm.

F: Well, I think bionic arms are cool.
Don't you, Susan?

Action:



Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME

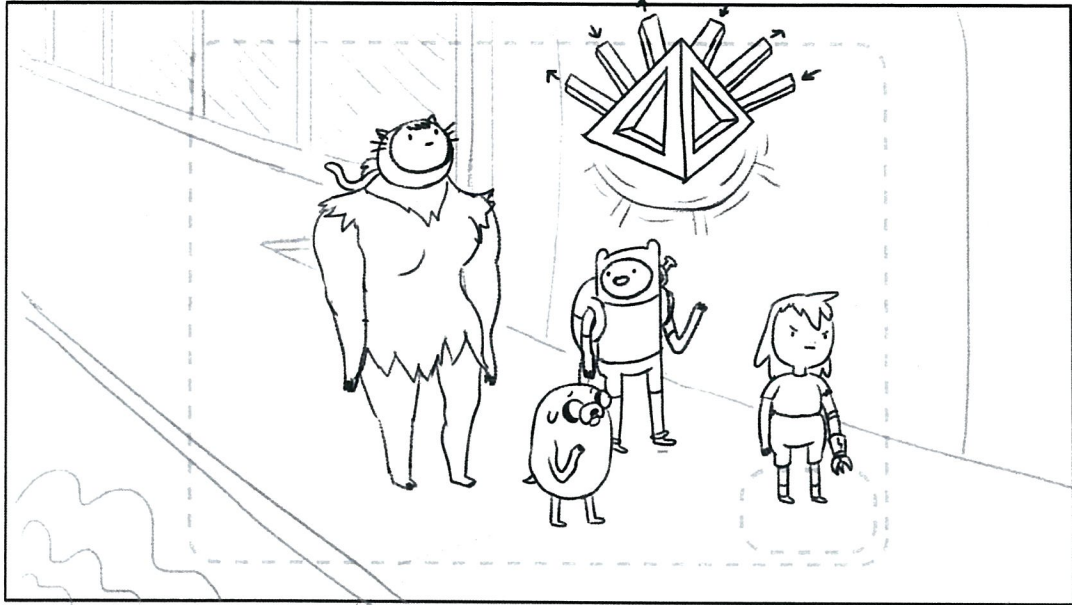


Sc. 40

Pnl. A

Bg.

day night

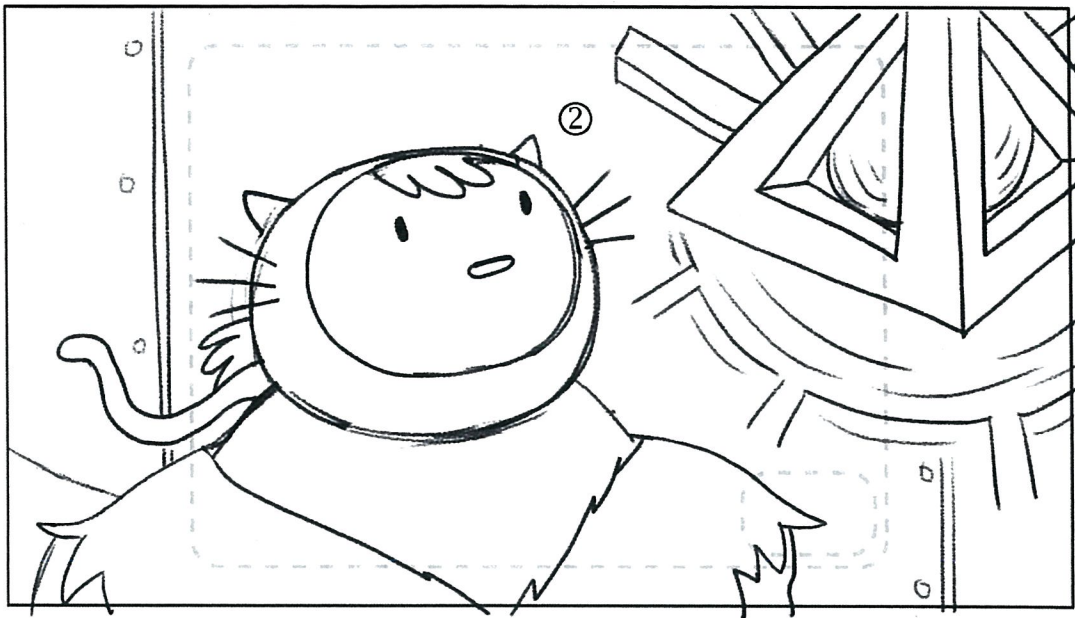


Sc. 41

Pnl. A

Bg.

day night

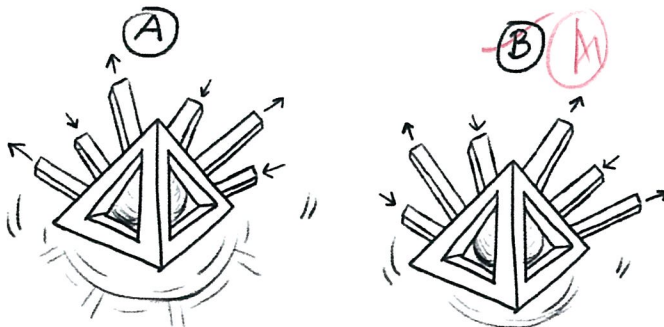


Dialog:

F : Susan ?

SS : [Binary language]
[10110101]

Action:



Timing:

Shape bugging out
cycle (A), (B), (A), (B) etc..

Susan's communicating w/ the shape.



EPISODE # 1054-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

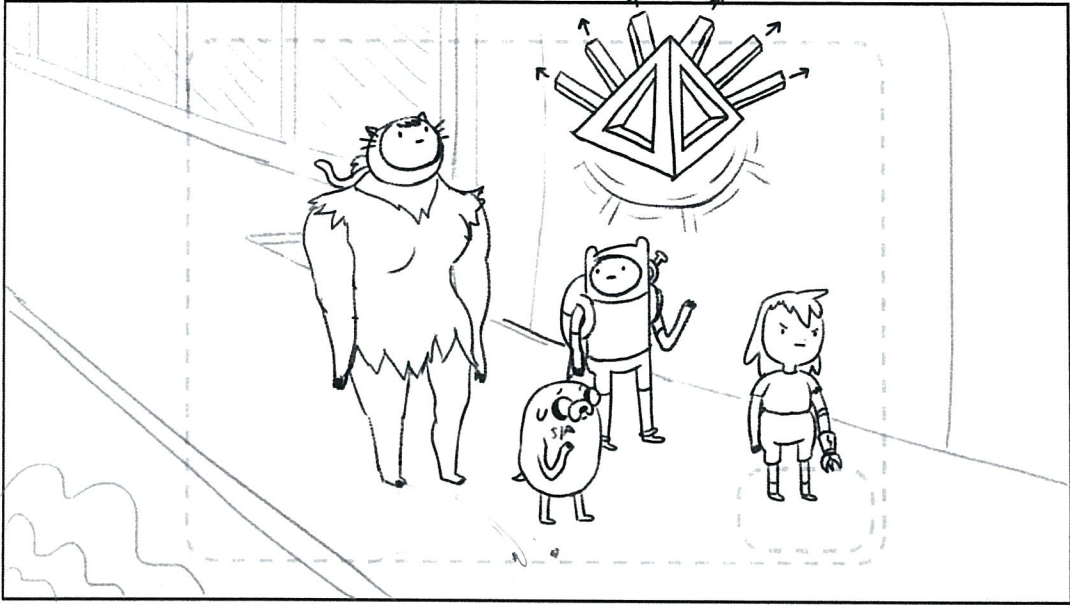


Sc. 42

Pnl. A

Bg.

day night

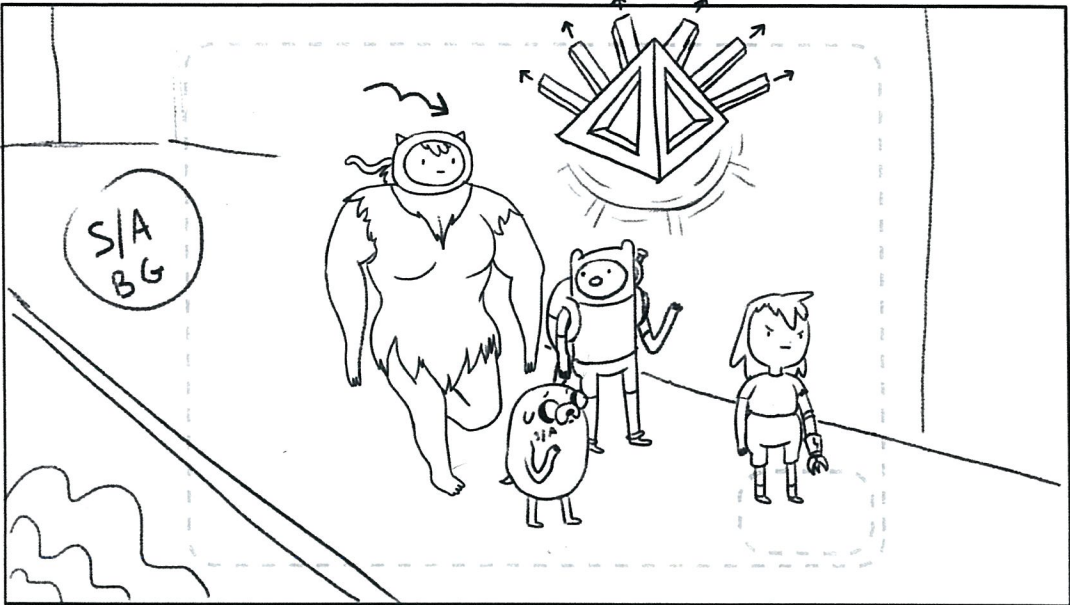


Sc. 42

Pnl. B

Bg.

day night



Dialog:

F : Dang YOU SPEAK ROBOT ?

Action:

SS walks ahead

Timing:

EPISODE # 1054-243

Production :

ADVENTURE TIME

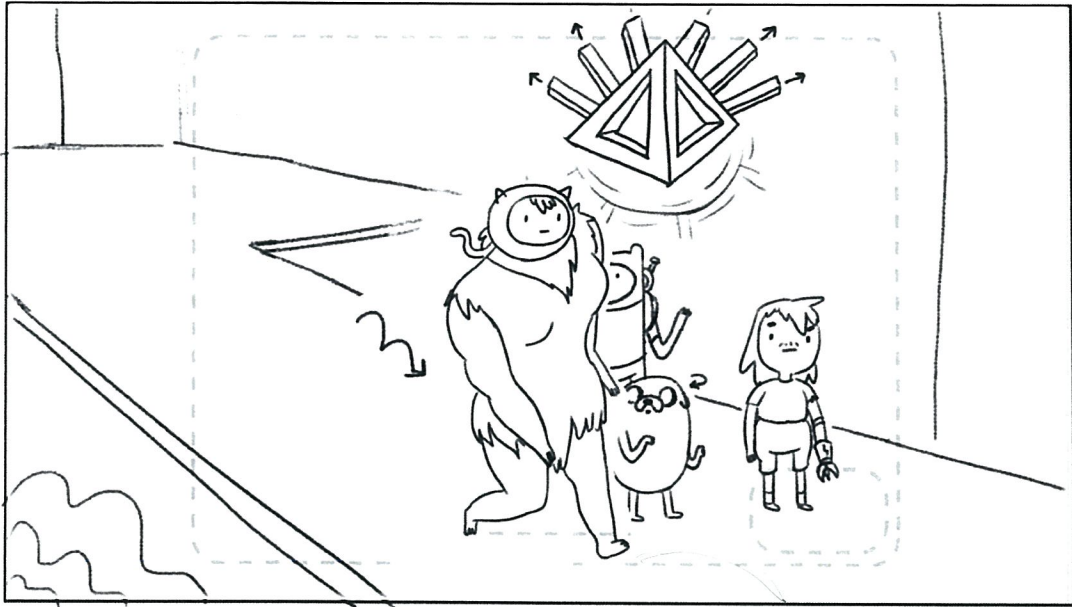


Sc. 42

Pnl. C

Bg.

day night

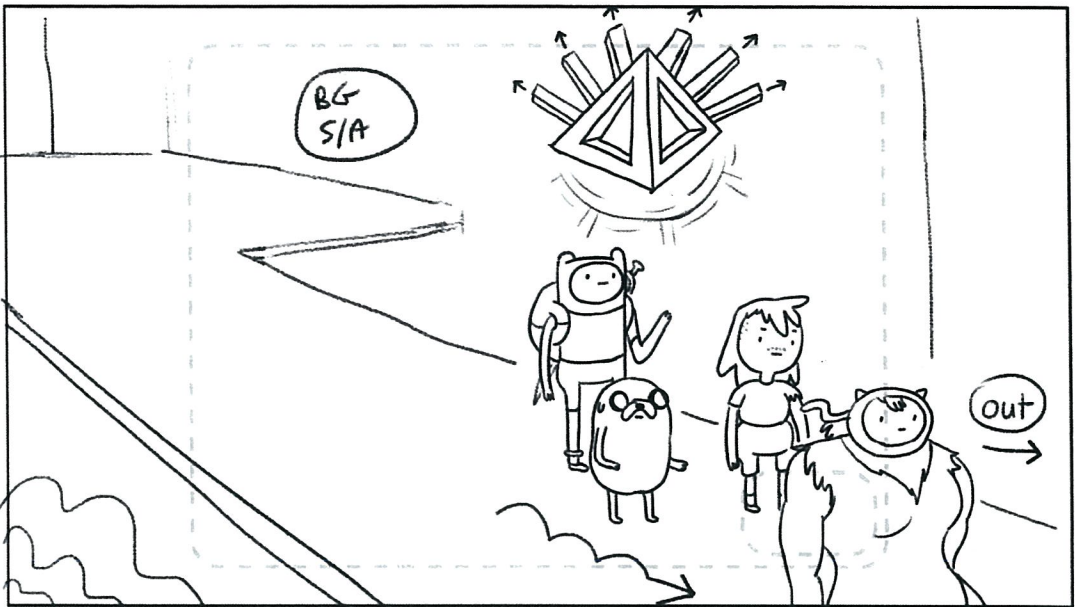


Sc. 42

Pnl. D

Bg.

day night



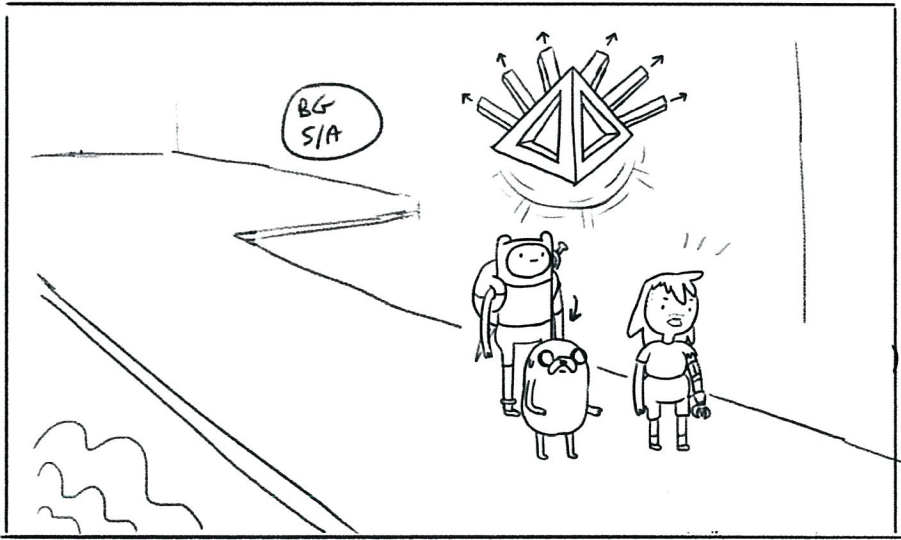
Dialog:

(T) HEY!

Action:

- S. WALKS OFF/S.

Timing:

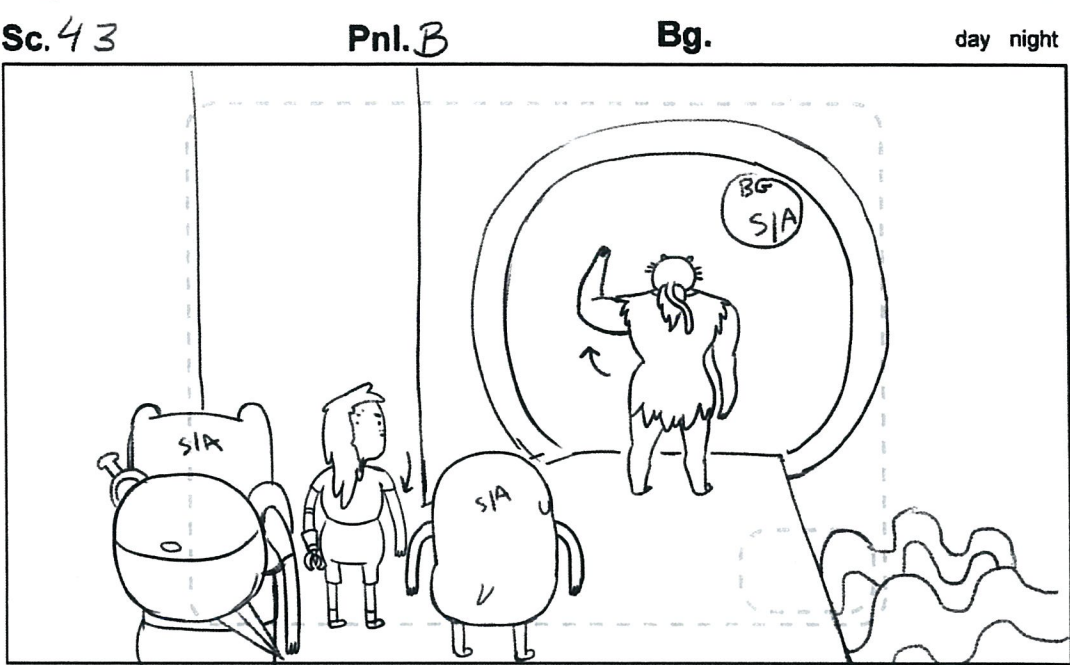
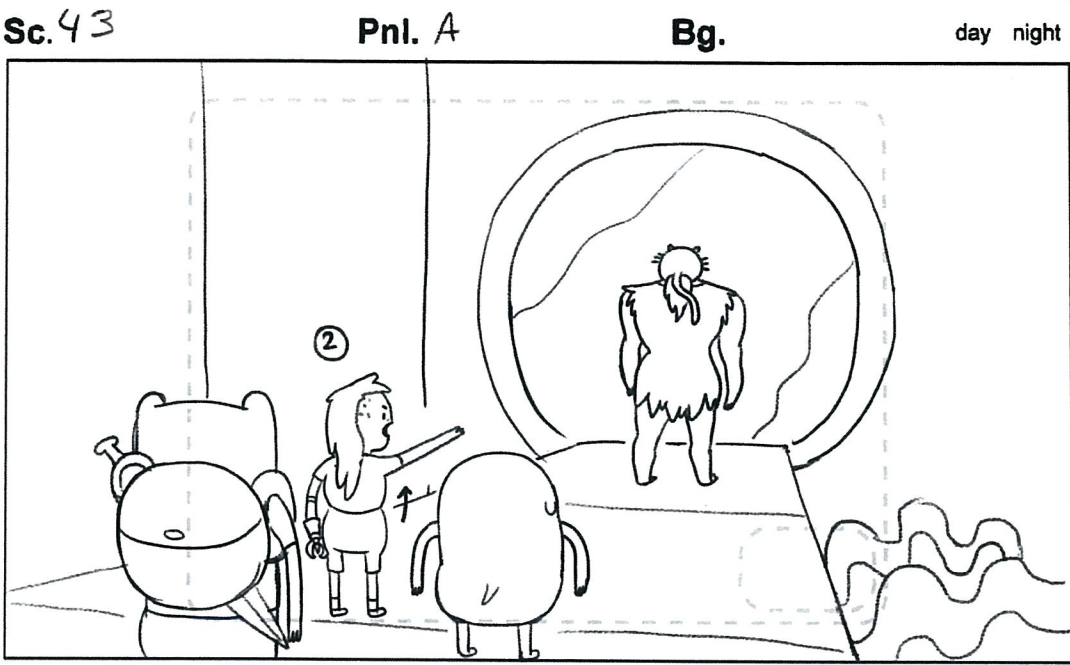



EPISODE # 1054-243

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

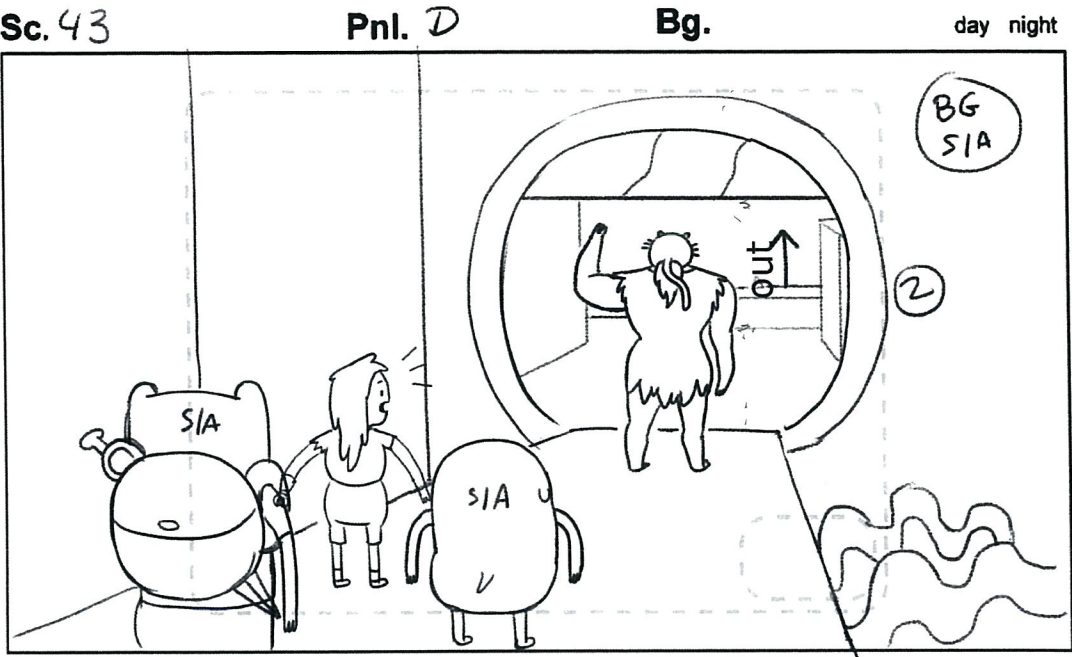
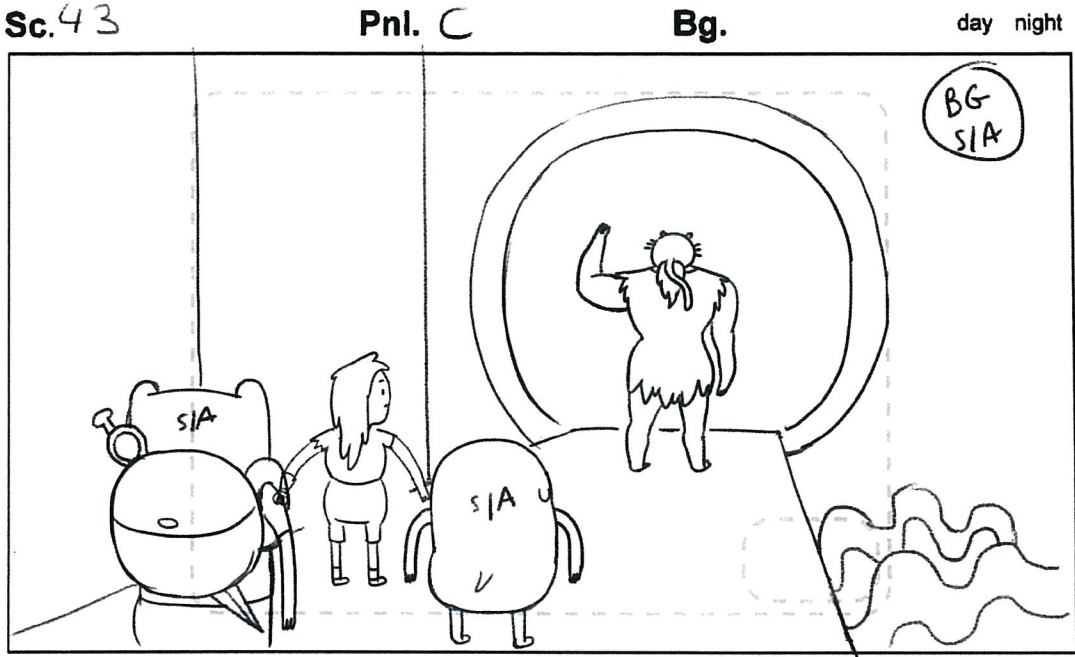


Dialog:	I: stay with the tour!	SS: [Binary language]
Action:		
Timing:		

EPISODE # 1054-243

Production :

ADVENTURE TIME

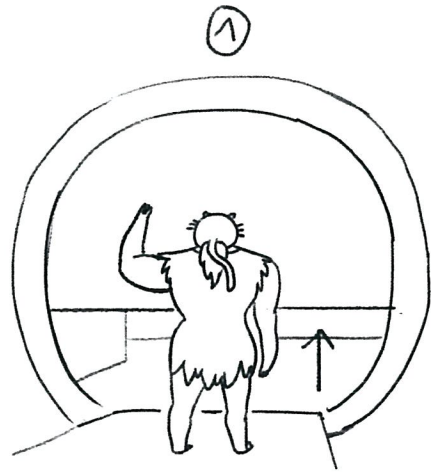


Dialog: Ship: Unlocking sequence confirmed.

I: How'd you do that?!

Action:

Timing:



© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



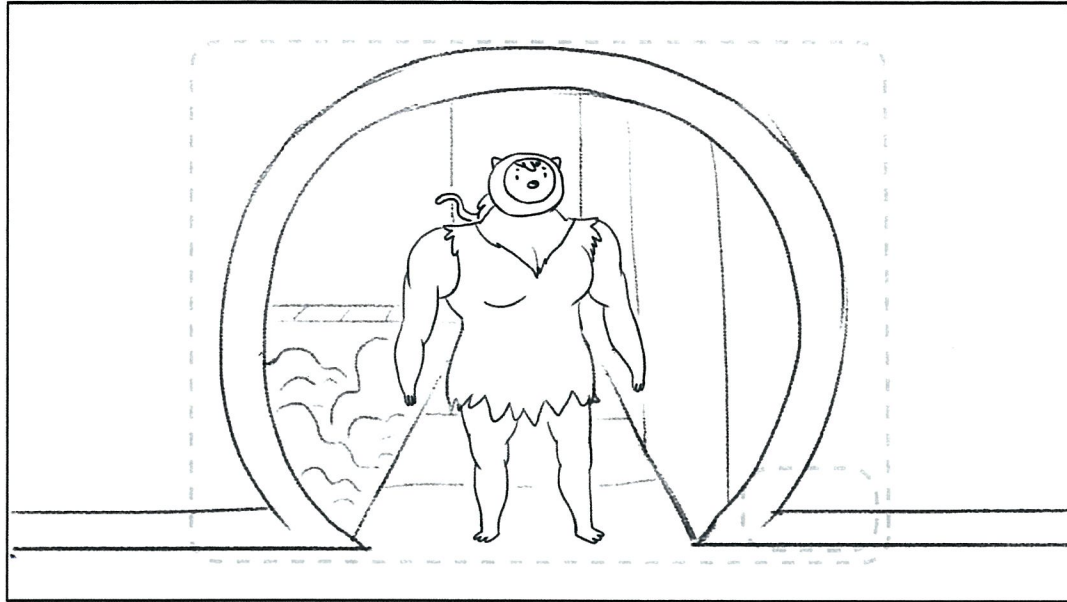
Page 72

Sc. 44

Pnl. A

Bg.

day night

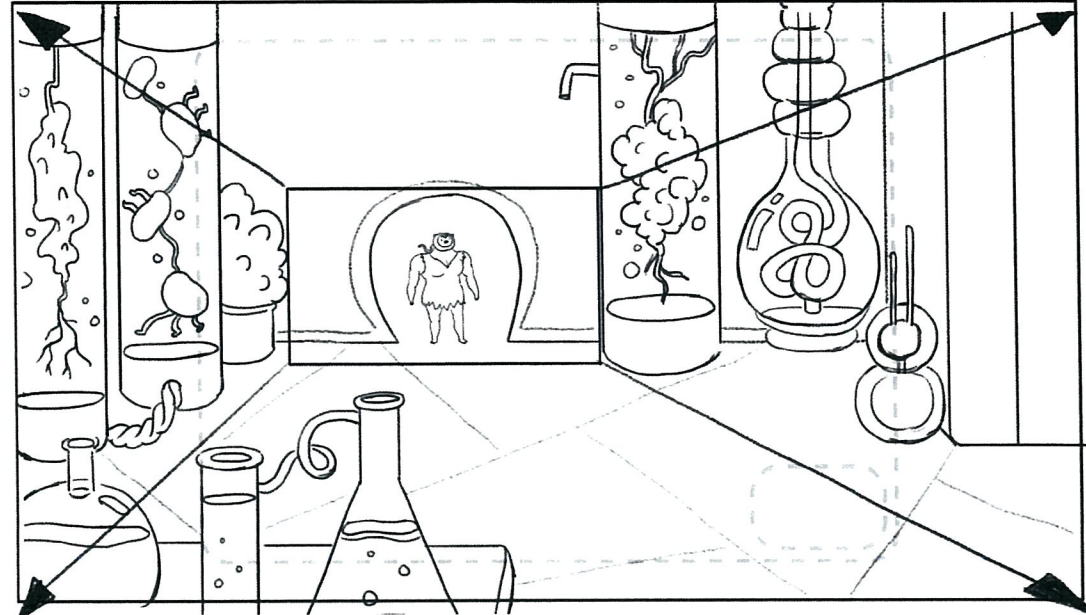


Sc. 44

Pnl. B

Bg.

day night



Dialog:

SS: Susan doesn't know...

Action:

Truck out

Timing:

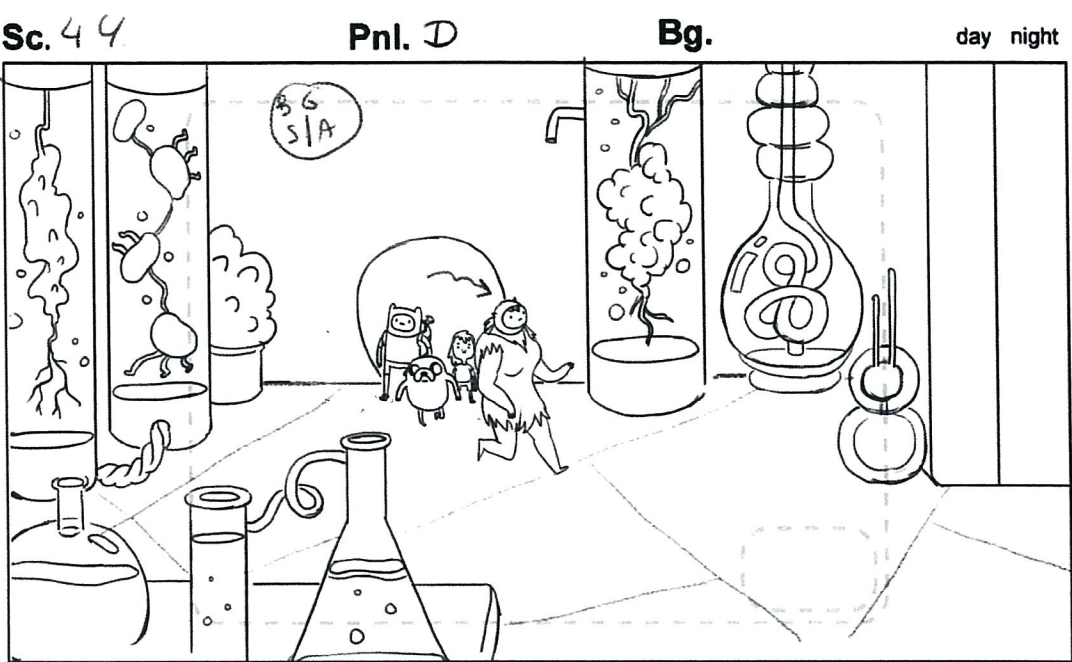
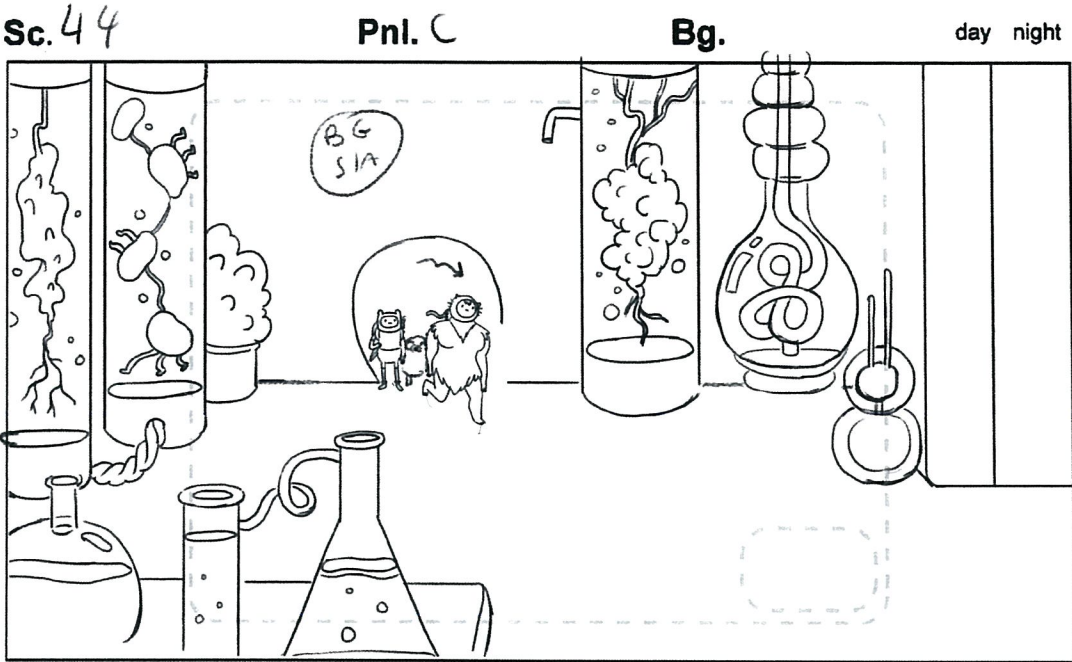
1054-243

EPISODE #

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	(T) So what!.....I been here
Action:	They enter the lab.
Timing:	

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Next page 76

Page 74

Sc. 44

Pnl. E

Bg.

day night

A storyboard panel for scene 44, panel E. The background shows a laboratory with various scientific equipment, including beakers, flasks, and a large flask with a plant growing inside. Finn, Jake, and a bearded man are present. Finn is holding a small object, and Jake is looking at it. The bearded man is standing in the foreground, looking towards the other two. A small circular note in the top left corner of the panel contains the text 'B6 S/A'.

Sc.

Pnl.

Bg.

day night

Dialog:	I: loads of times.
Action:	
Timing:	

EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 44 Pnl. F Bg. day night

Sc. Pnl. Bg. day night

Dialog:
Action:
Timing:

EPISODE # 1034-243
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.	44	Pnl.	G	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	J - Woah look at all these dang beakers!
Action:	<u>SS</u> walks off to the side
Timing:	

EPISODE # 1034-243
Production :

© 2007 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 44

Pnl. H

Bg.

day night

Sc. 44

Pnl. I

Bg.

day night

Dialog:
Ship: Please keep out of restricted areas.

SS : [Binary speak]

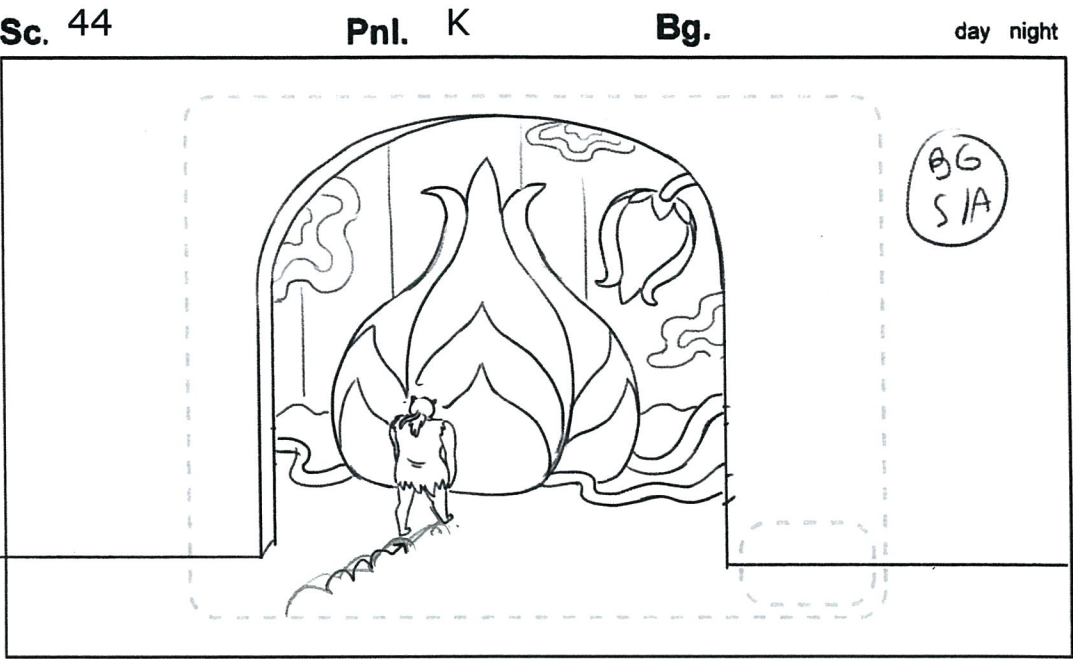
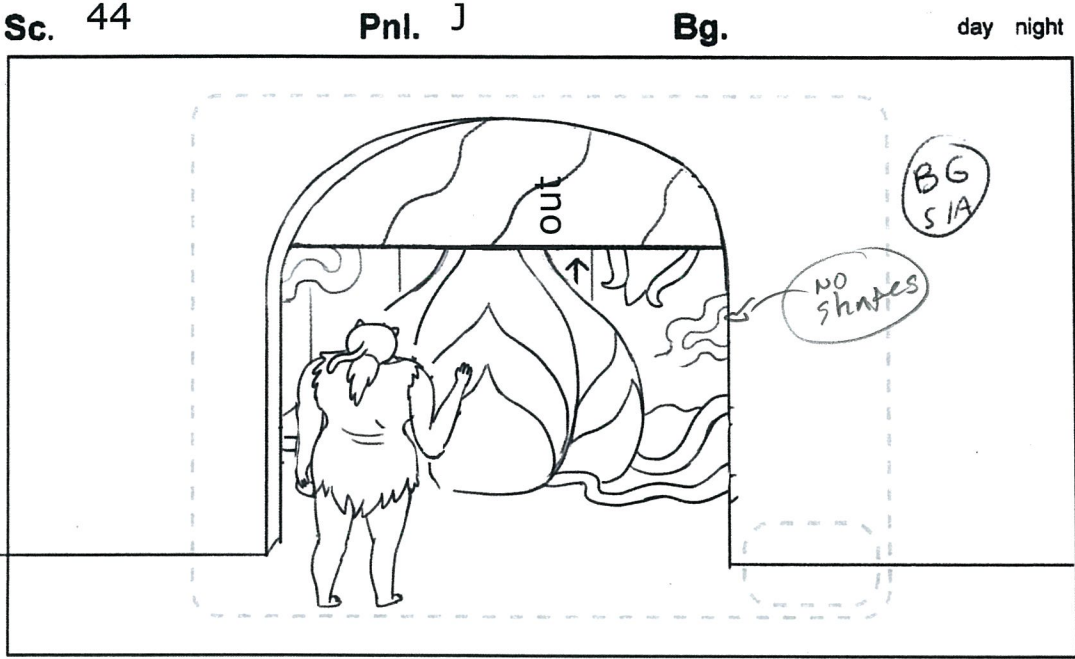
Action:
SS in trance

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME



Dialog:
Action: Door opens
Timing:

ADVENTURE TIME



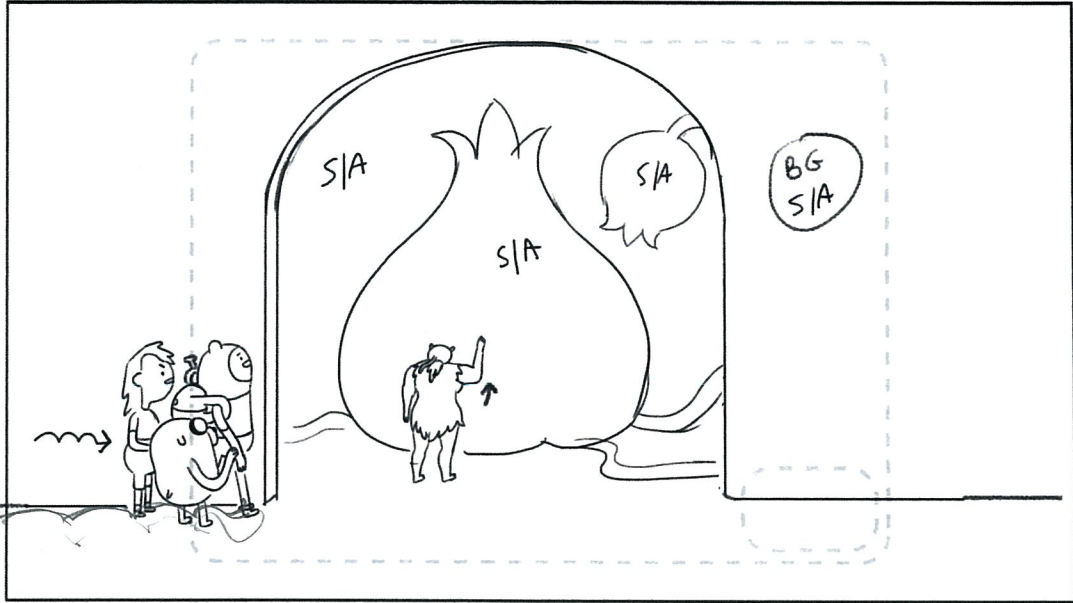
No scenes 45-46

Sc. 44

Pnl. L

Bg.

day night



Sc. 47

Pnl. A

Bg.

day night



Dialog:

F: SUSAN?

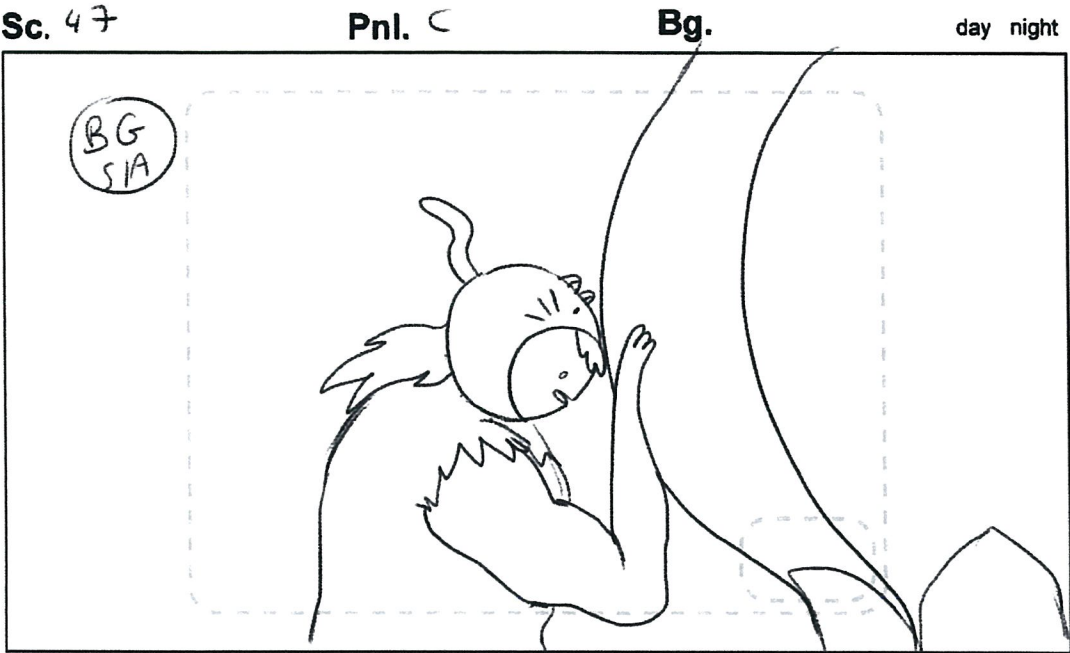
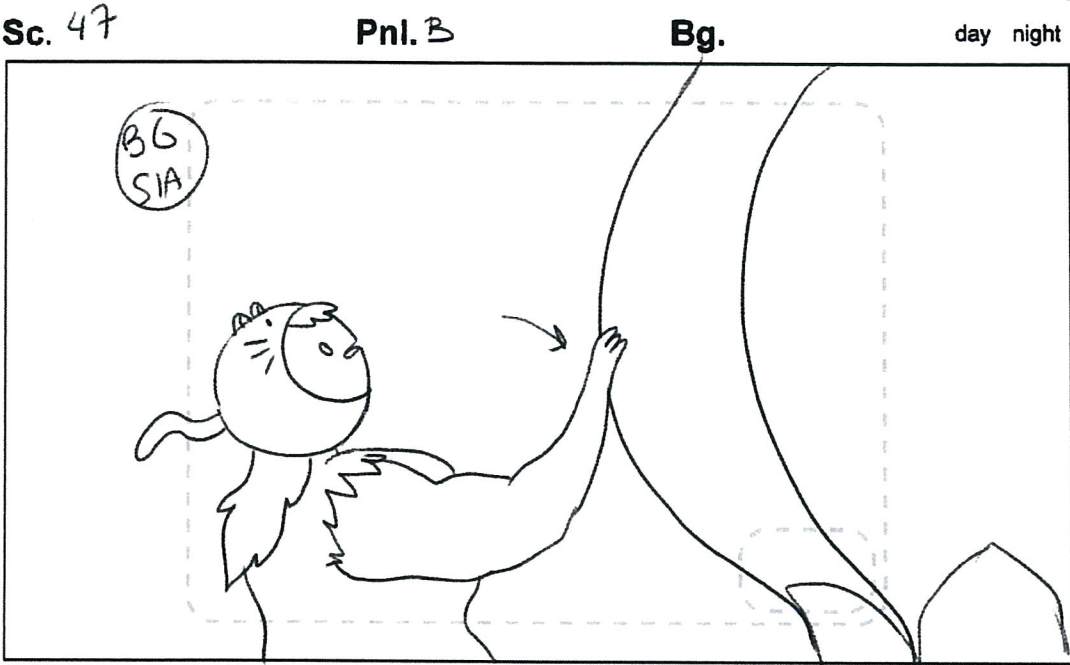
Action:

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME



Dialog:	SFX: * Ba-doom * Ba-doom * Ba-doom * faint heartbeat SFX
Action:	touches flower as if in a trance
Timing:	

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

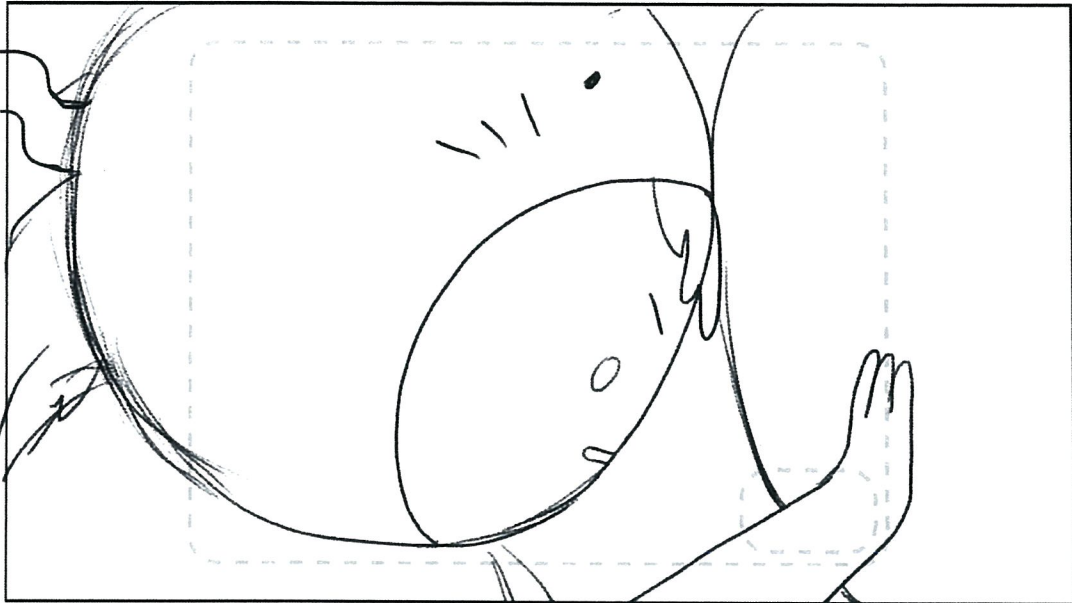


Sc. 48

Pnl. A

Bg.

day night

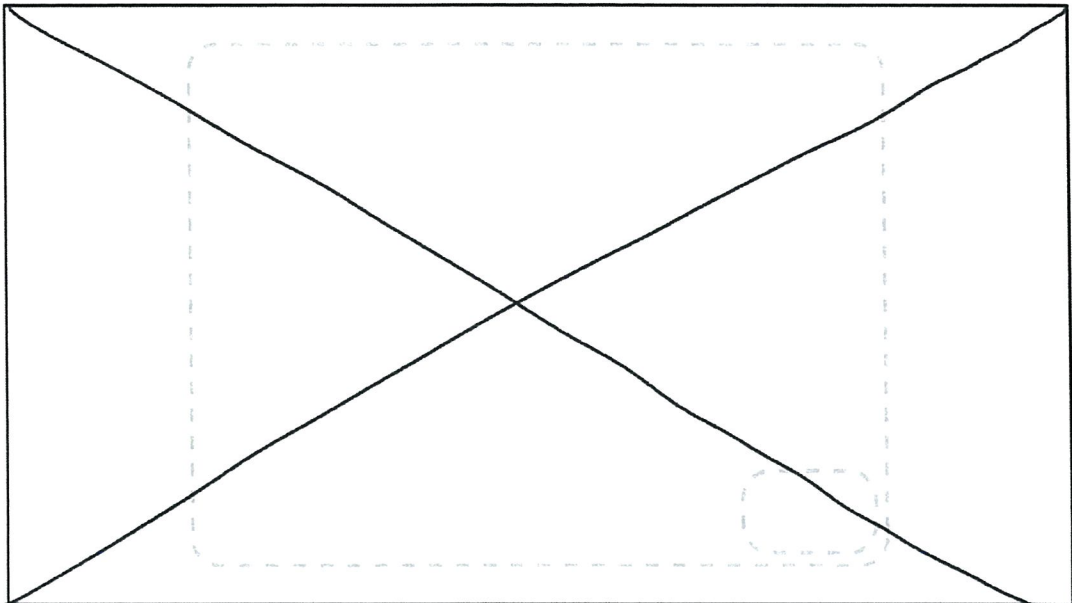


Sc.

Pnl.

Bg.

day night



Dialog:

SFX:

* BA-DOOM * BA-DOOM *

Action:

heartbeat intensifies

Timing:

EPISODE # 1034-243

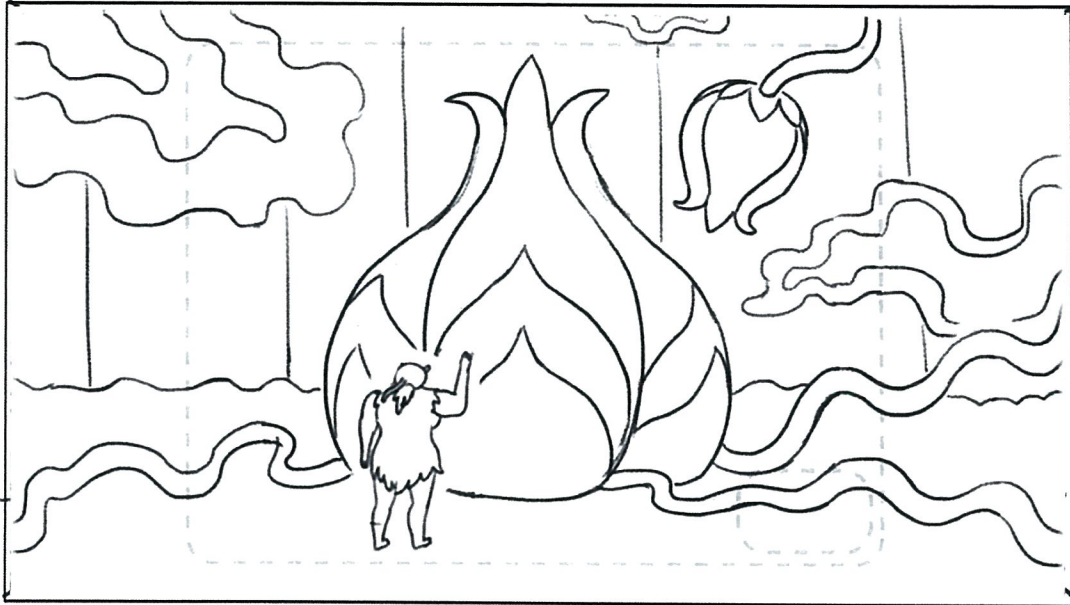
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

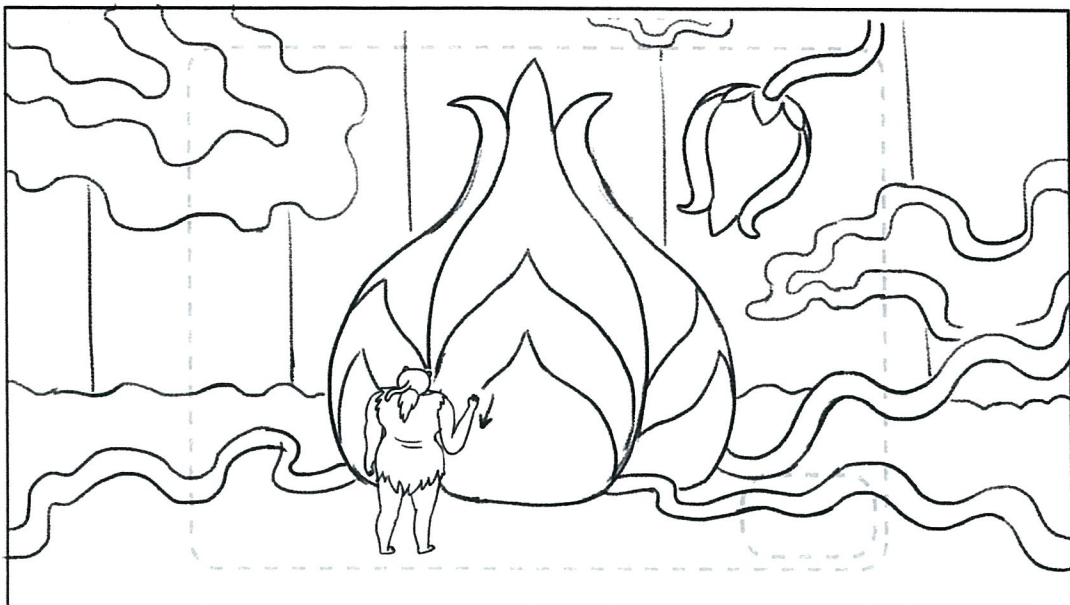
ADVENTURE TIME



Sc. 49 Pnl. A Bg. day night



Sc. 49 Pnl. B Bg. day night



Dialog:	Ship : Clearance confirmed
Action:	Truck in past door
Timing:	

Production : EPISODE # 1034-243

ADVENTURE TIME

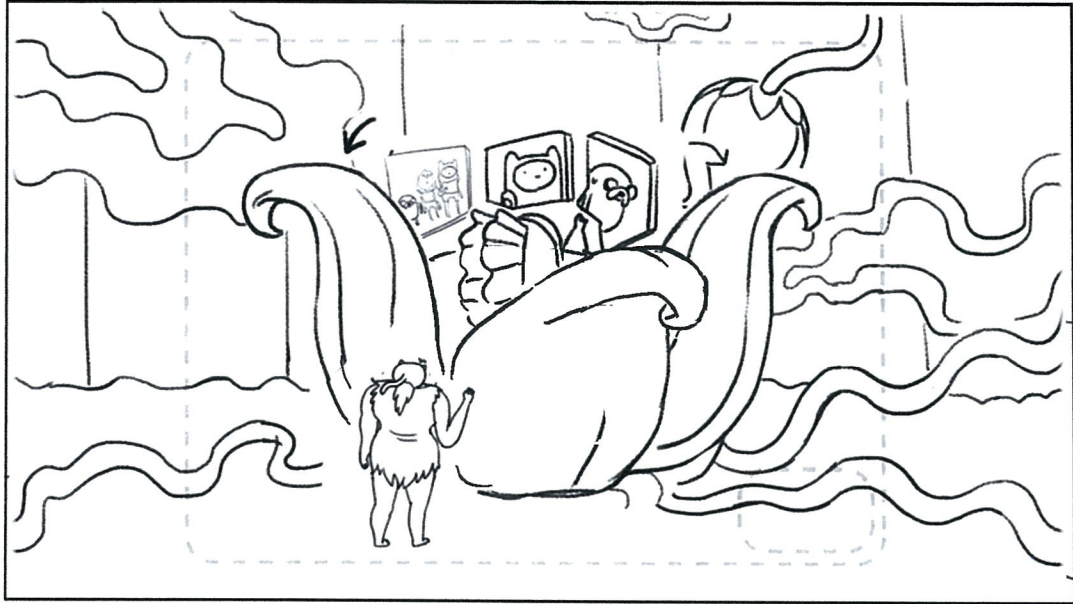


Sc. 49

Pnl. C

Bg.

day night

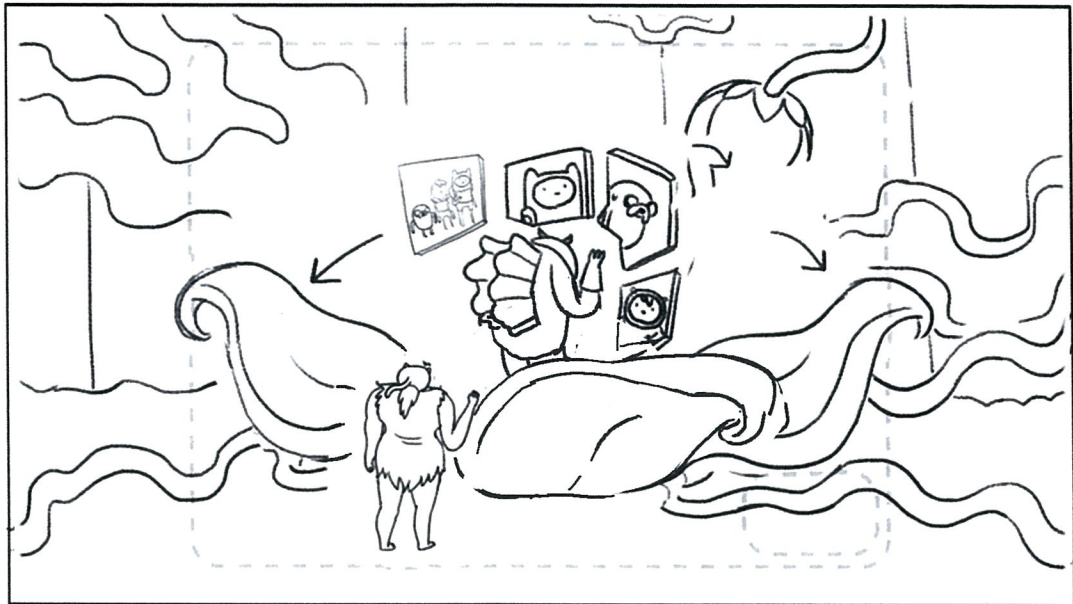


Sc. 49

Pnl. D

Bg.

day night



Dialog:

Action: The flower opens

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME

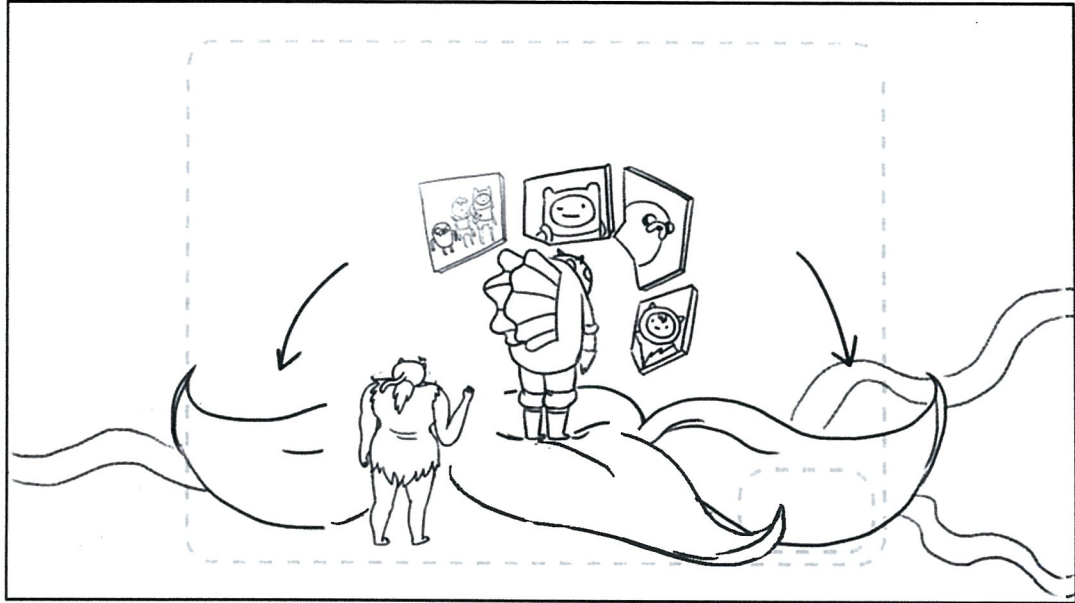


Sc. 49

Pnl. E

Bg.

day night

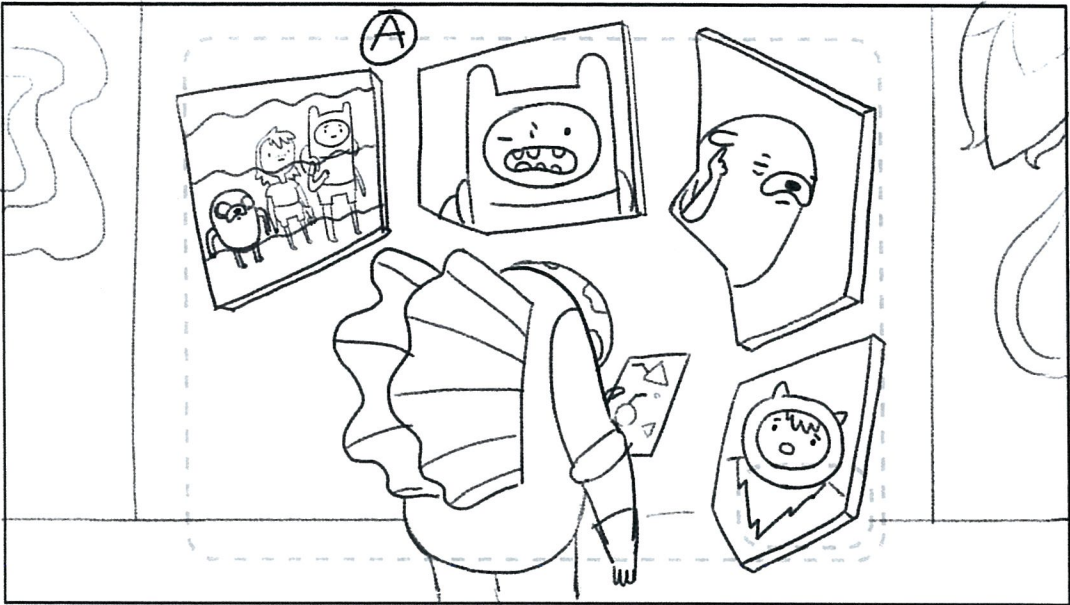


Sc. 50

Pnl. A

Bg.

day night



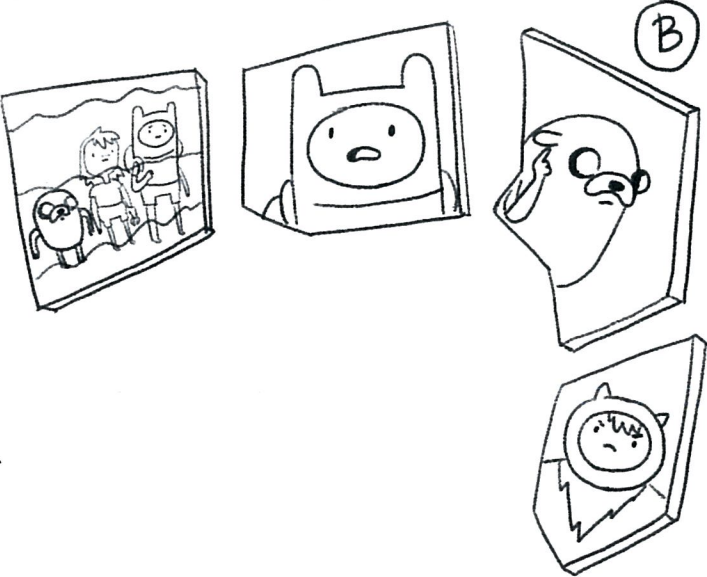
Dialog:

Action:

Timing:

DG's looking at her surveillance panels.

SFX: * BEEP BOOP BEEP *



ADVENTURE TIME

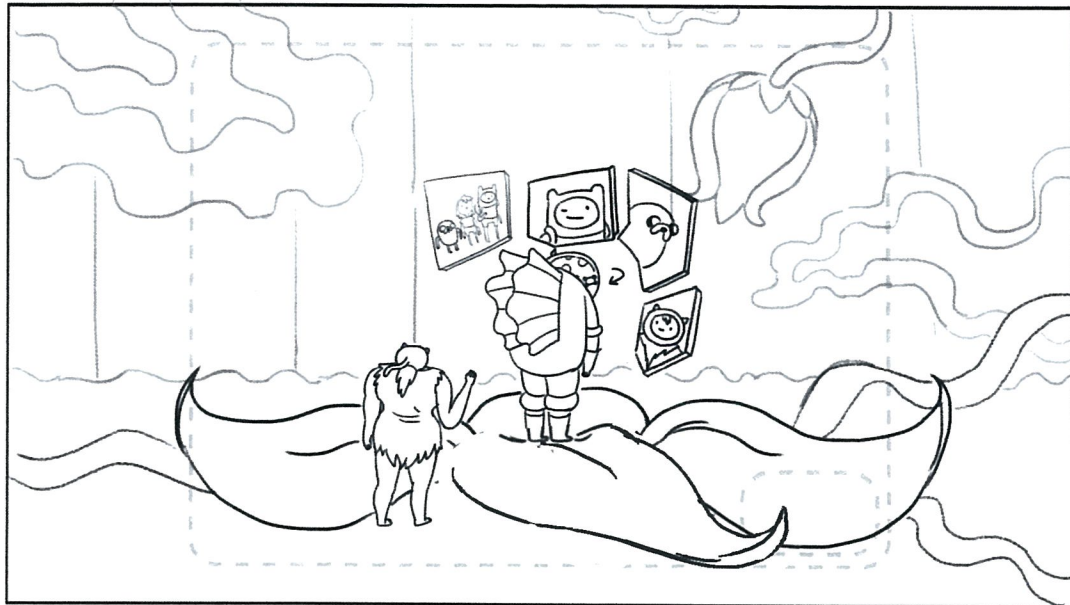


Sc. 51

Pnl. A

Bg.

day night

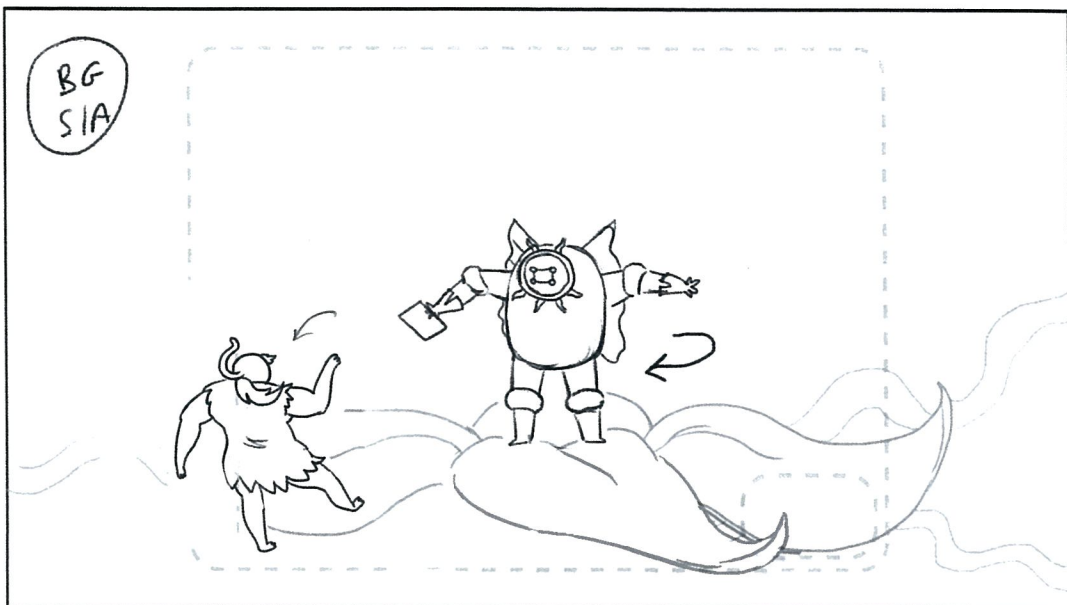


Sc. 51

Pnl. B

Bg.

day night



Dialog:

DR. GROSS: Hm?

DG : Oh My!

Action:

DG looks over her shoulder

Timing:

EPISODE # 1034-243

Produc

ADVENTURE TIME

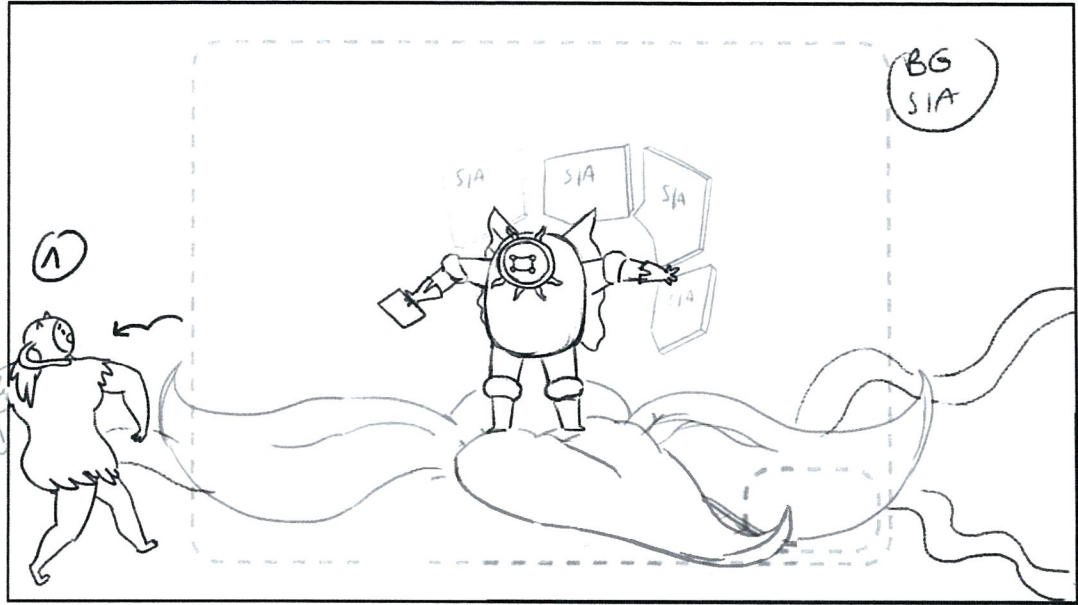


Sc. 51

Pnl. C

Bg.

day night

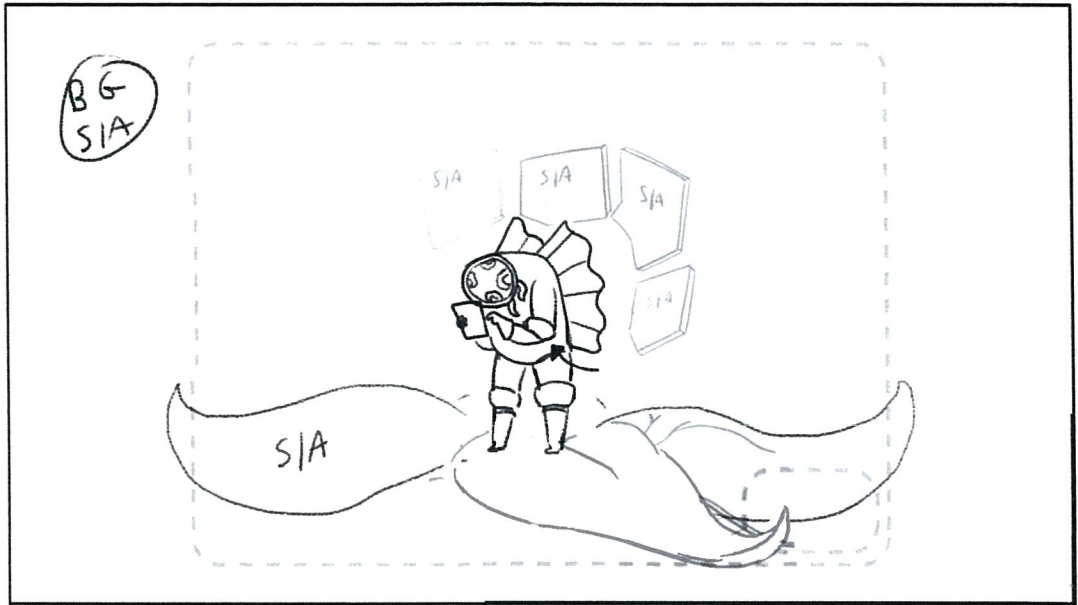


Sc. 51

Pnl. D

Bg.

day night

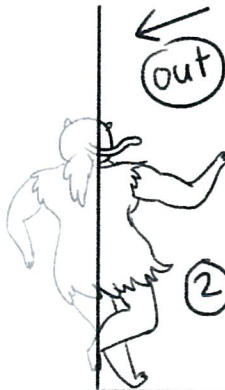


Dialog:

DG : Just, Just one second --

Action:

Timing:



She clicks on her remote to make the screens disappear.

EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

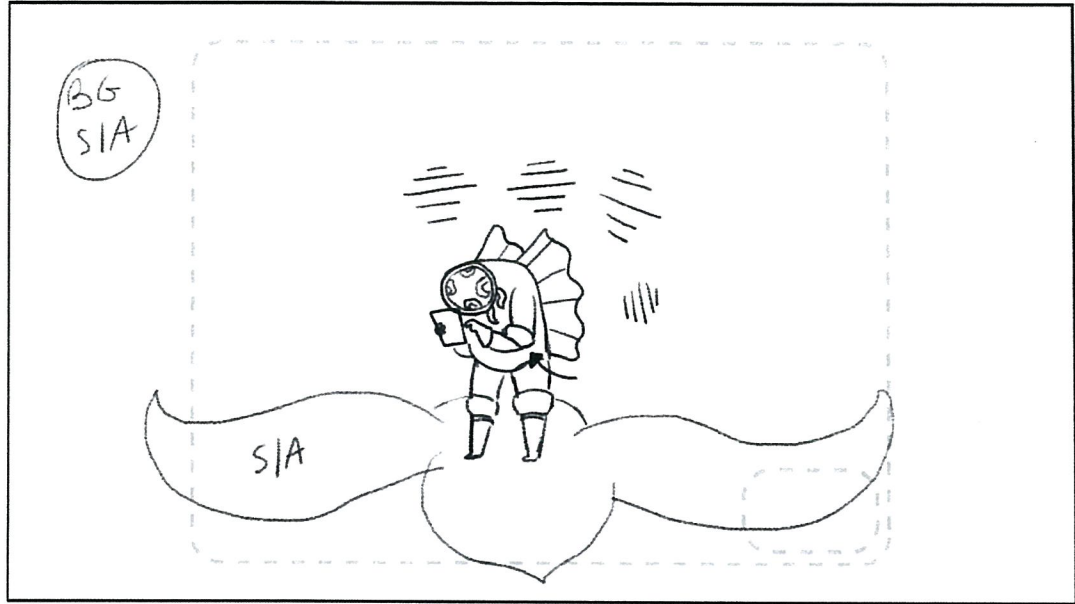


Sc. 51

Pnl. E

Bg.

day night

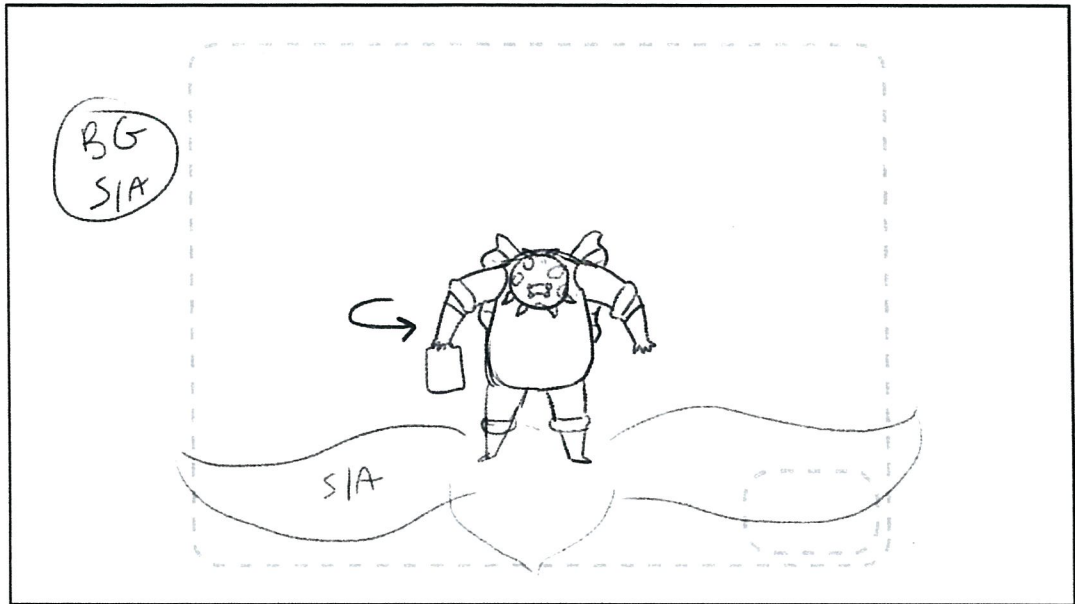


Sc. 51

Pnl. F

Bg.

day night



Dialog:
Action: the screens disappear.
Timing:

EPISODE # 1034-243
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 51

Pnl. 6

Bg.

day night

Sc. 51

Pnl. 7

Bg.

day night

Dialog:	SFX *vvvv...*	*Woosh!*
Action:	Her remote disappears.	- takes off -
Timing:		

ADVENTURE TIME

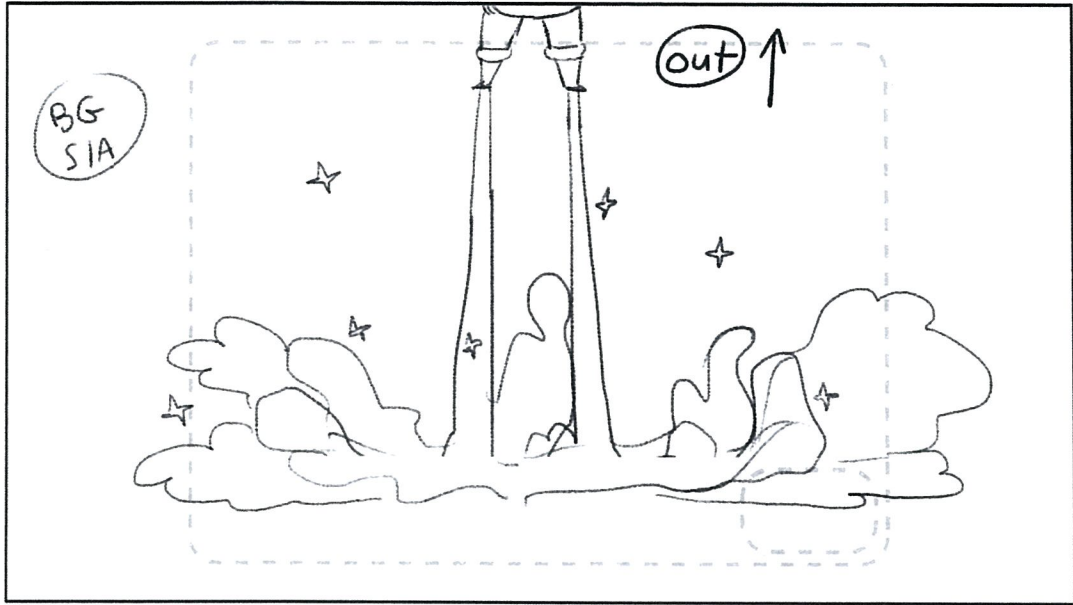


Sc. 51

Pnl. 1

Bg.

day night



Sc. 51

Pnl. 5

Bg.

day night

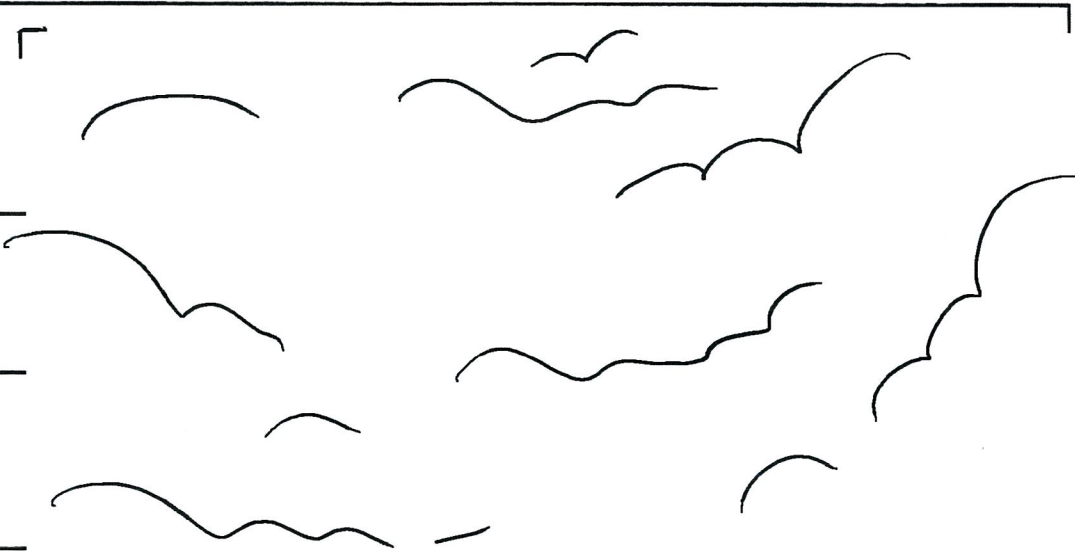


Dialog:

Action:

Pastel multicolor smoke shoots out of her boots.

Timing:



EPISODE # 1034-243

Production :

ADVENTURE TIME



Sc. 51

Pnl. J3

Bg.

day night

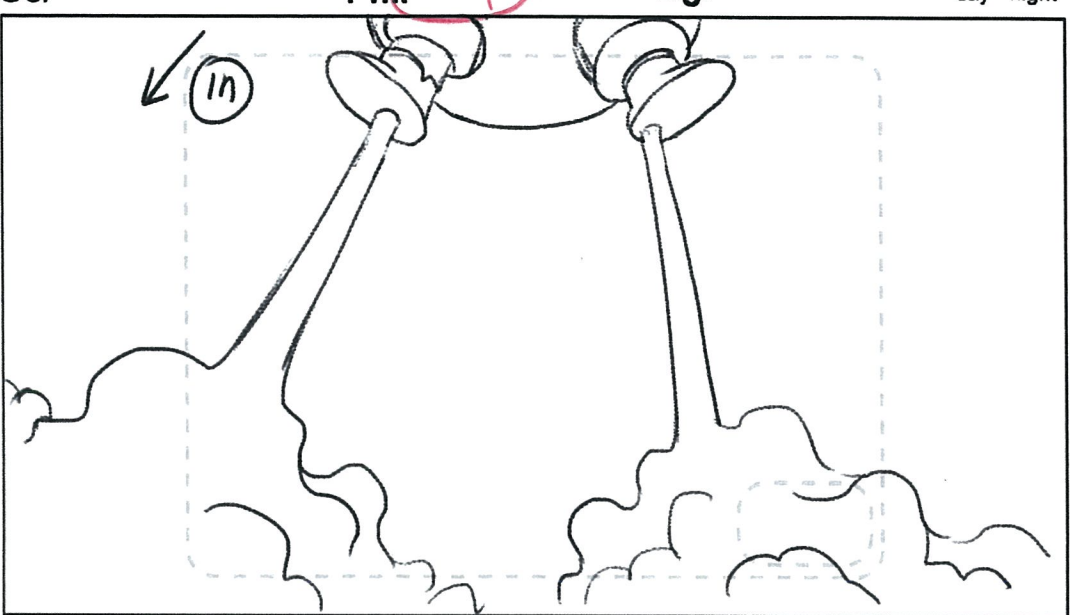


Sc. 51

Pnl. J4

Bg.

day night



Dialog:

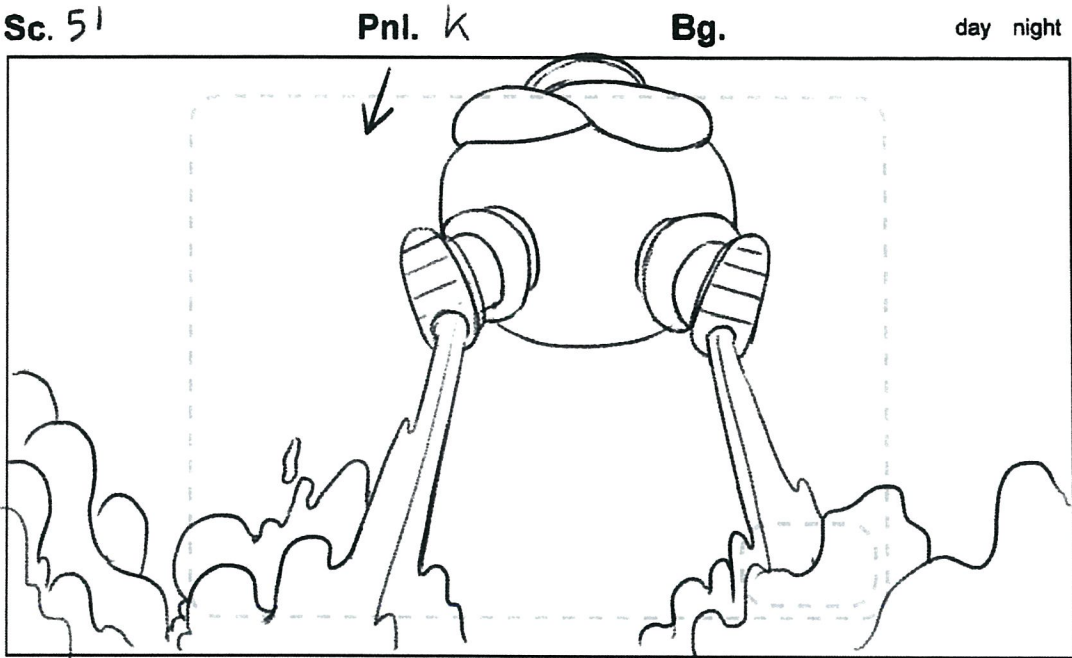
Action:

Timing:

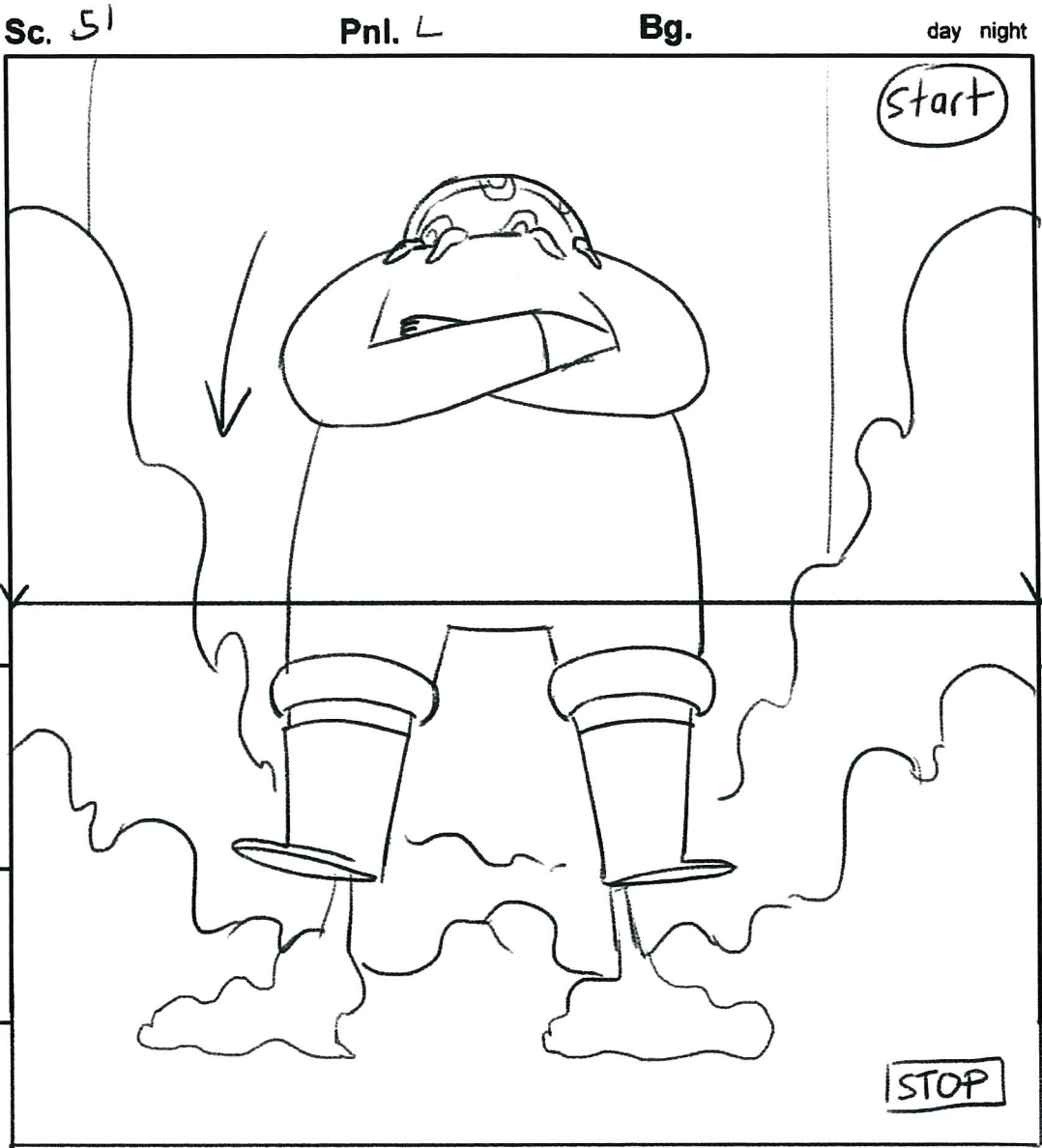
EPISODE # 1034-243

Production :

ADVENTURE TIME



Dialog:
Action: Comes back down closer to the camera
Timing:



EPISODE # 1034-243

Production :

ADVENTURE TIME

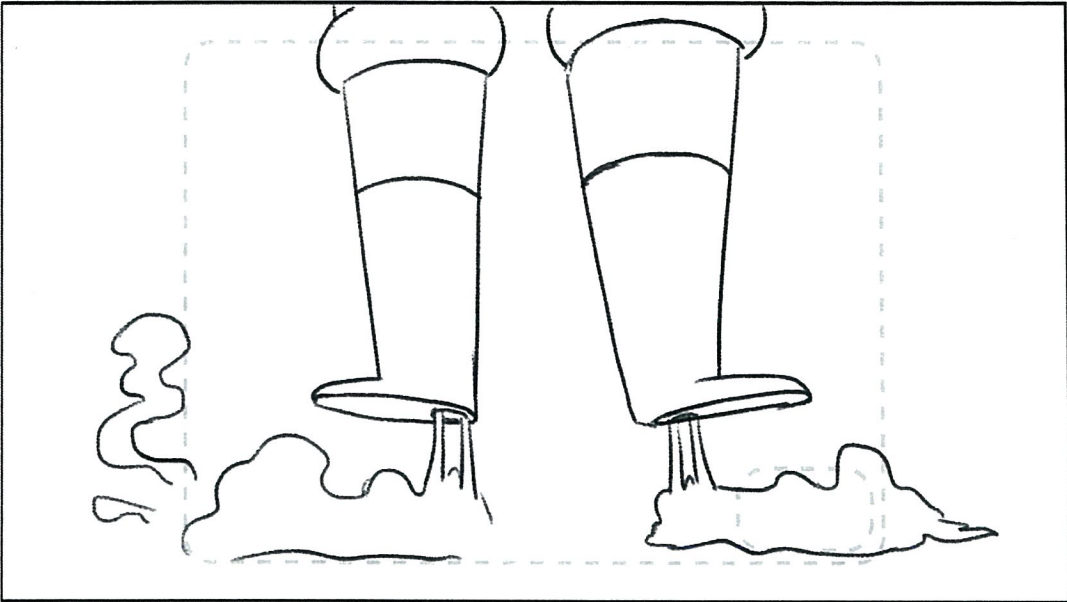


Sc. 51

Pnl. M

Bg.

day night

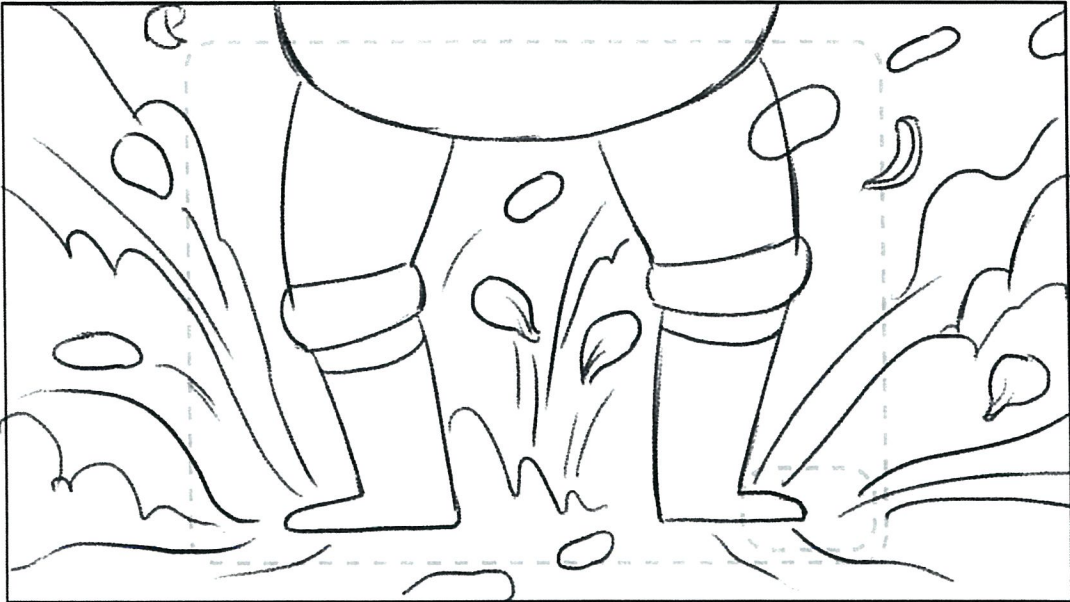


Sc. 51

Pnl. N

Bg.

day night



Dialog:

Action:

DG lands , flower petals scatter

Timing:

ADVENTURE TIME

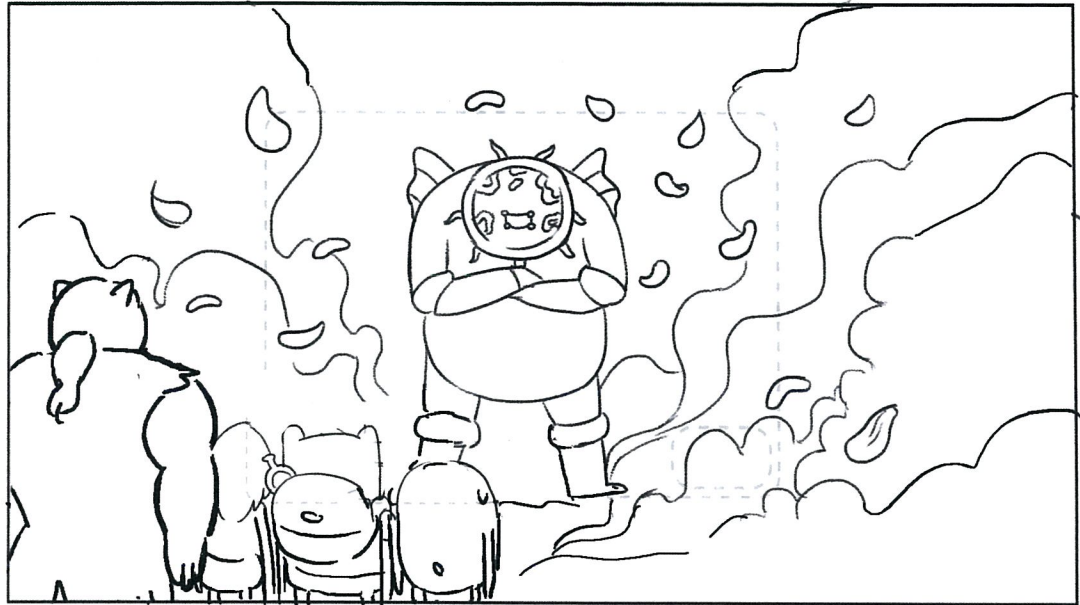


Sc. 52

Pnl. A

Bg.

day night

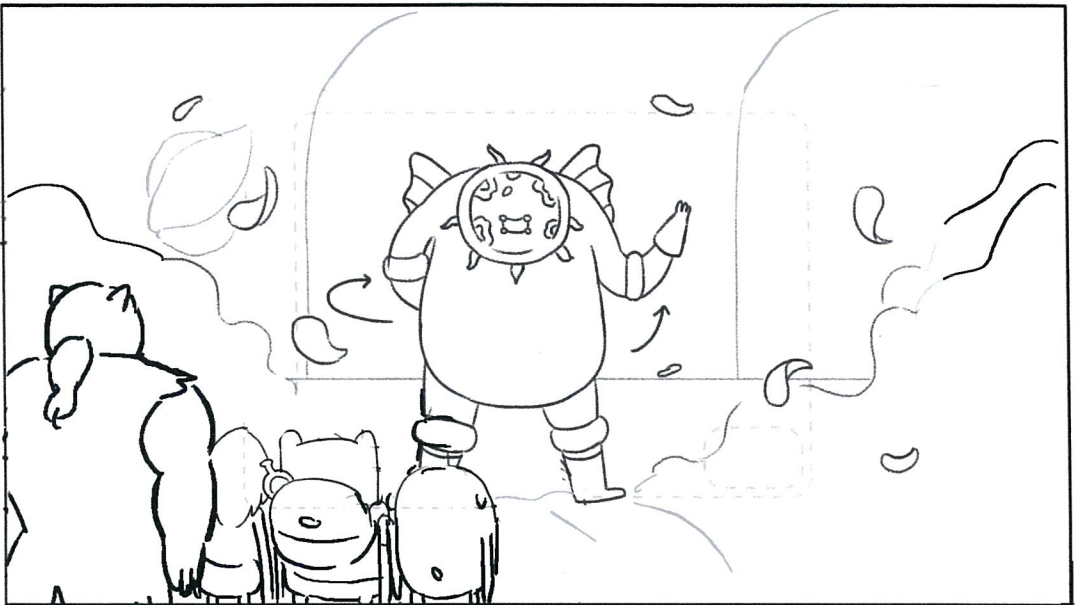


Sc. 52

Pnl. B

Bg.

day night



Dialog:

DG: How wonderful to meet you all,

DG: I'm DR GROSS!

Action:

petals fall all around her, multicolor smoke swirls around.

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME

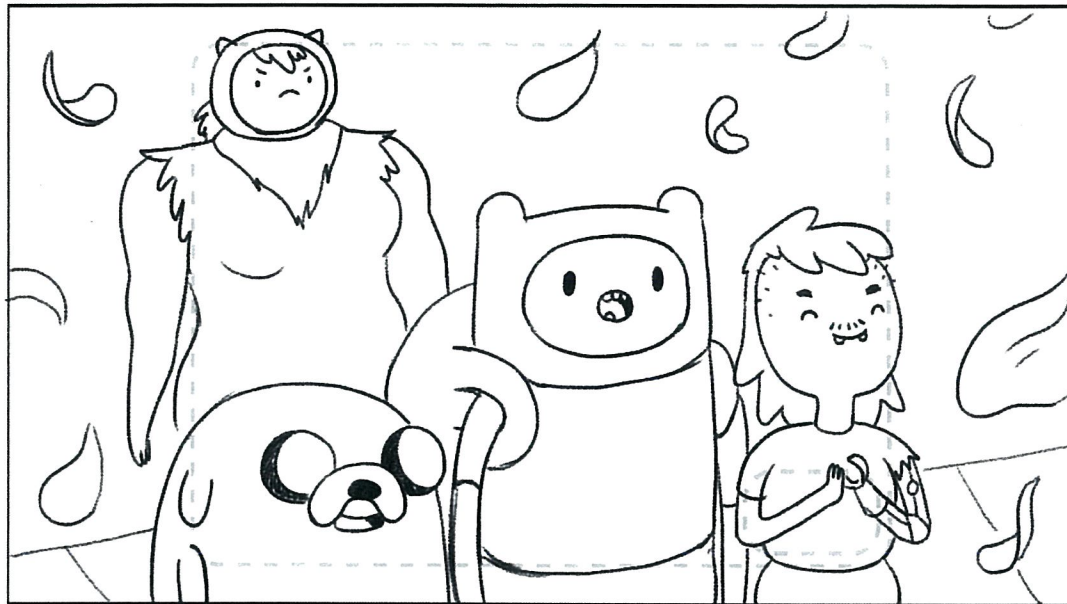


Sc. 53

Pnl. A

Bg.

day night

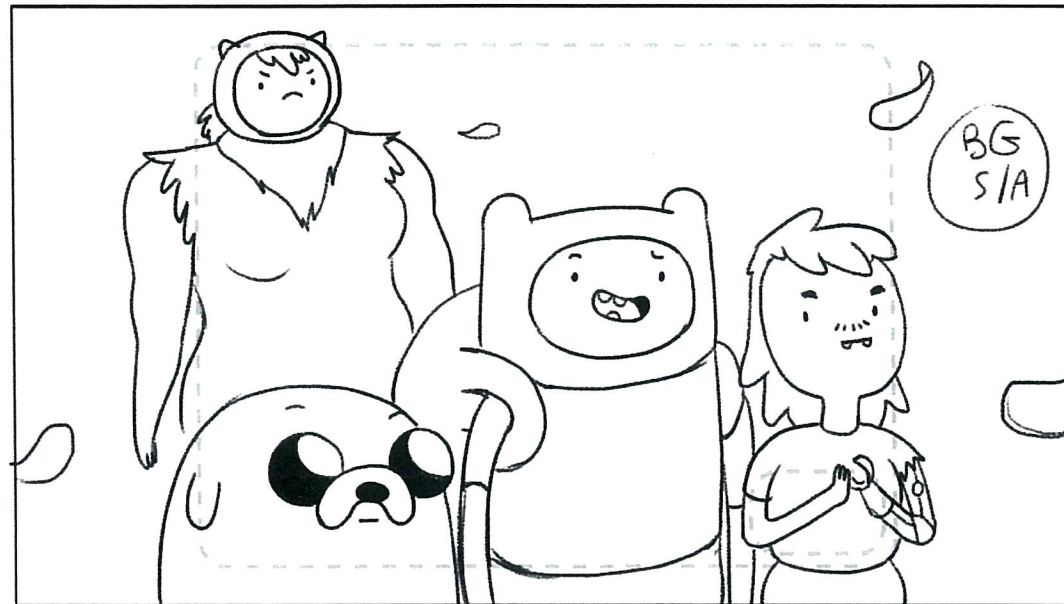


Sc. 53

Pnl. B

Bg.

day night



Dialog:

— BEAT —

F : DR GROSS ? That's a funny name.

Action:

they're impressed + speechless

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME

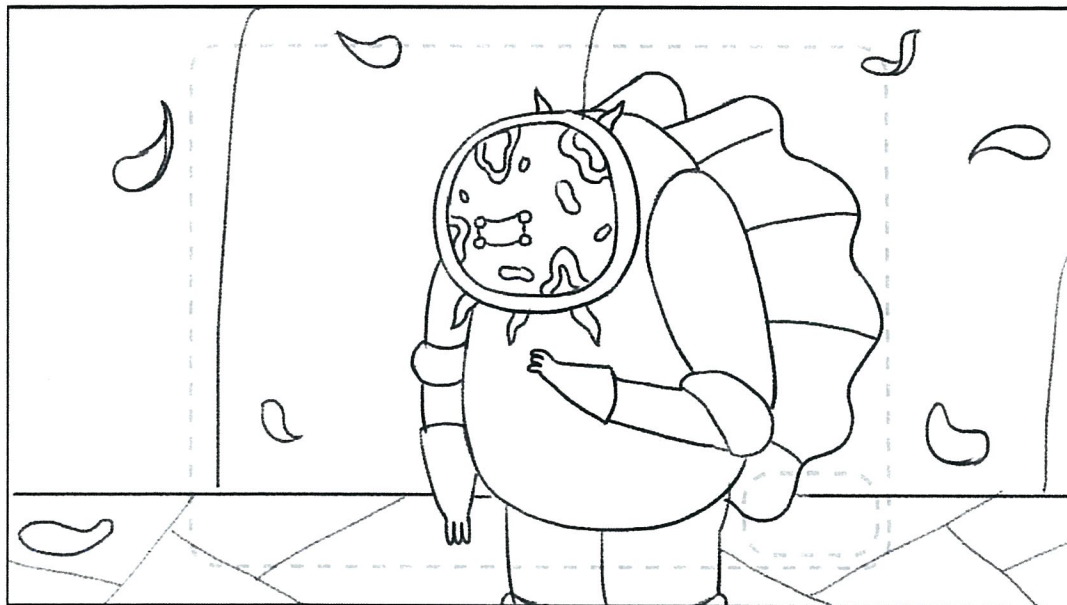


Sc. 54

Pnl. A

Bg.

day night

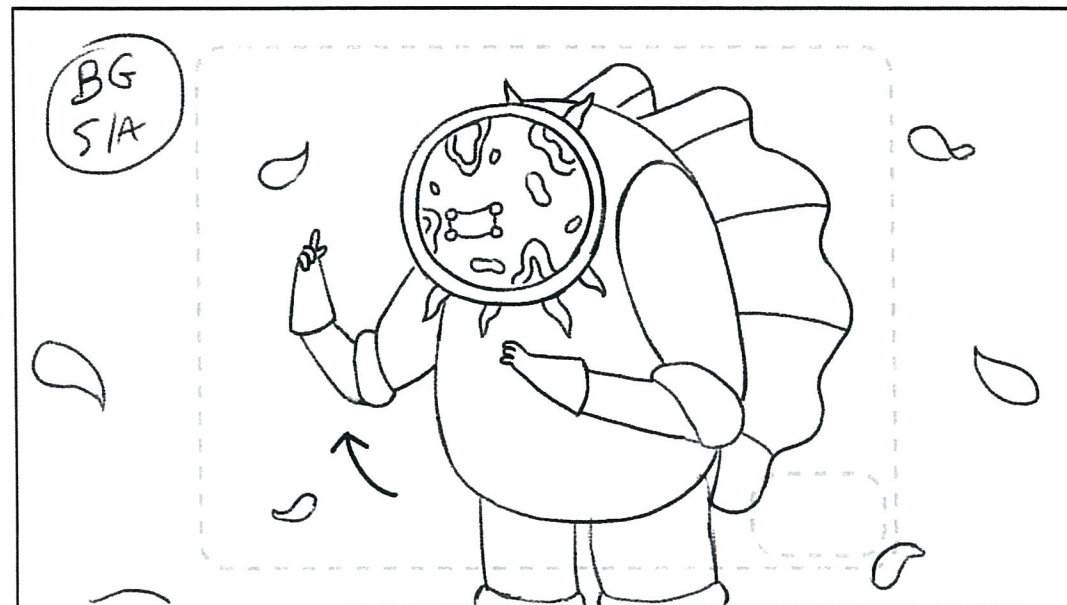


Sc. 54

Pnl. B

Bg.

day night



Dialog:

DG: HA, IT IS.

DG: What a treat to meet a perceptive young man!

Action:

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME



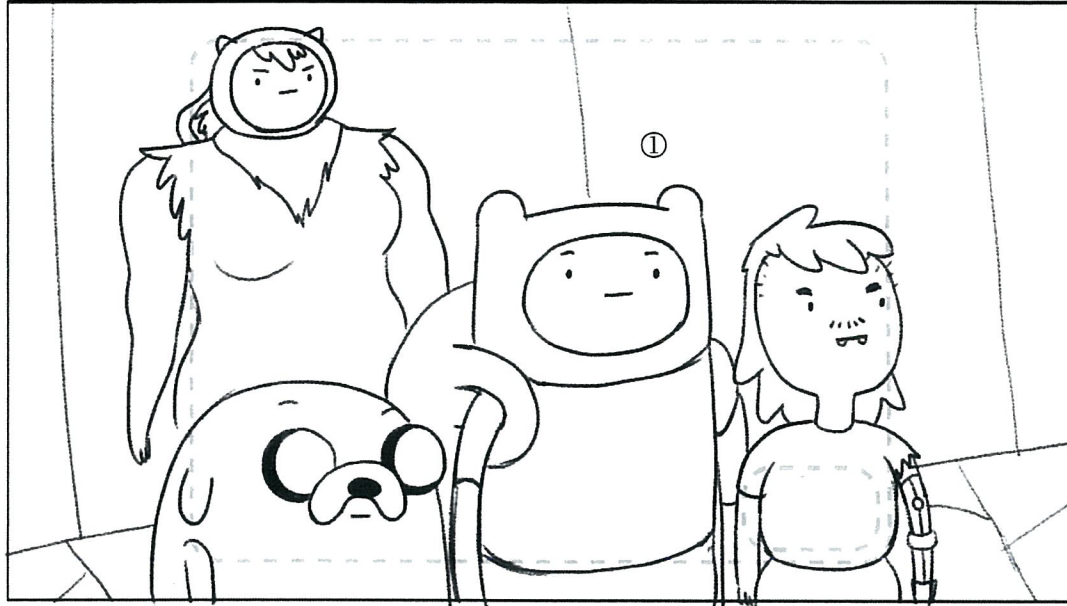
Page 96

Sc. 55

Pnl. A

Bg.

day night

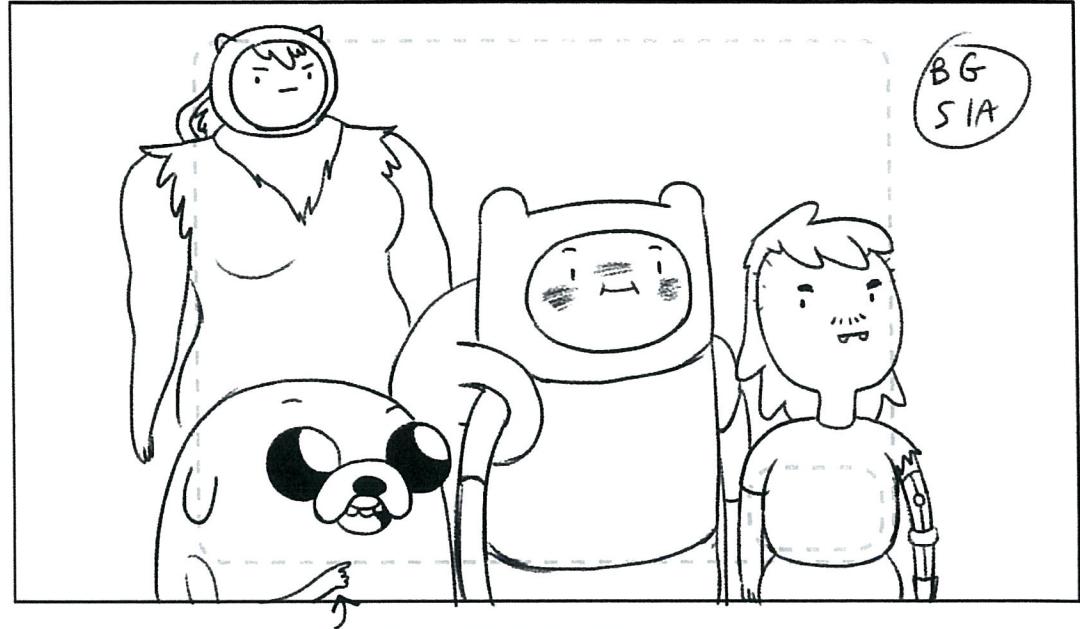


Sc. 55

Pnl. B

Bg.

day night



Dialog:

J : Hey Dr. G can you write a prescription for my bro? Cuz his cheek are pret-ty red!

Action:



F blushes

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME

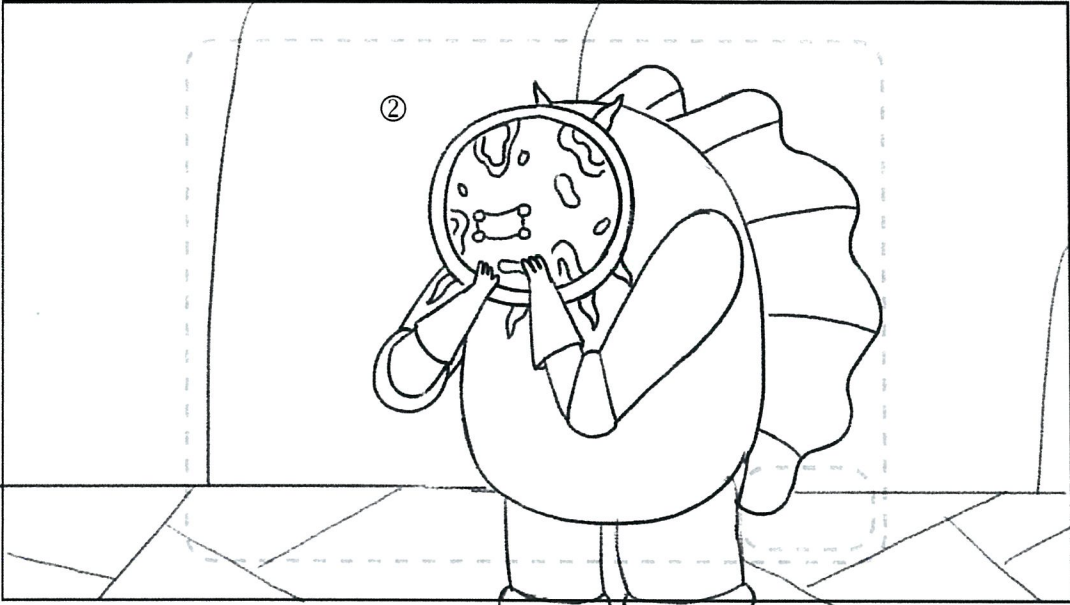


Sc. 56

Pnl. A

Bg.

day night

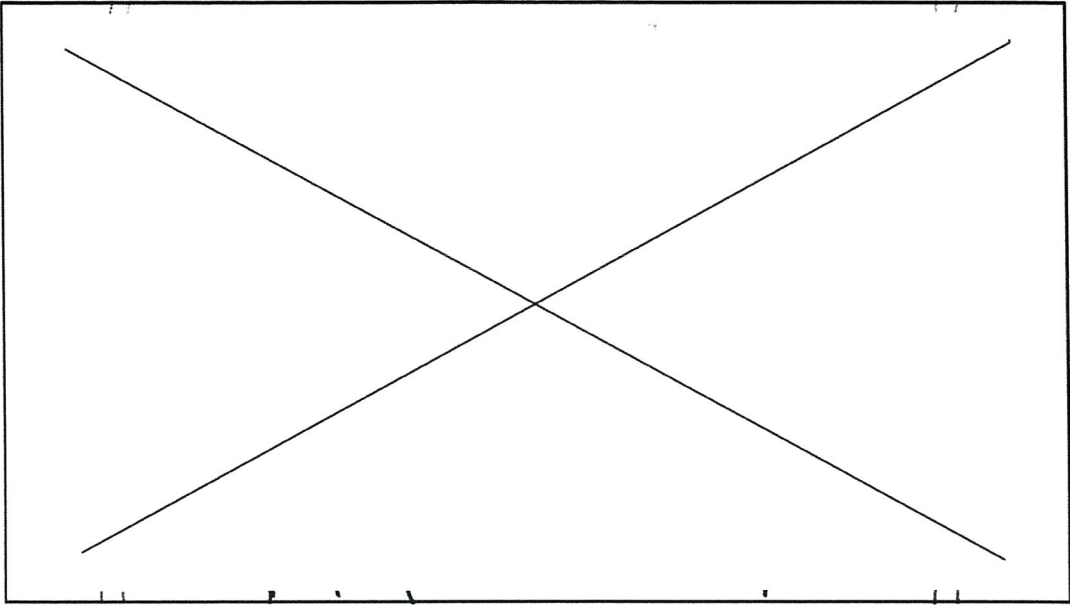


Sc.

Pnl.

Bg.

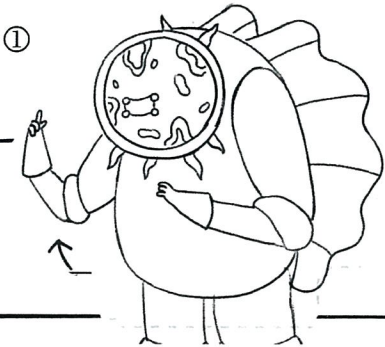
day night



Dialog:

DG : Such a splendid display of male camaraderie .

Action:



Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME

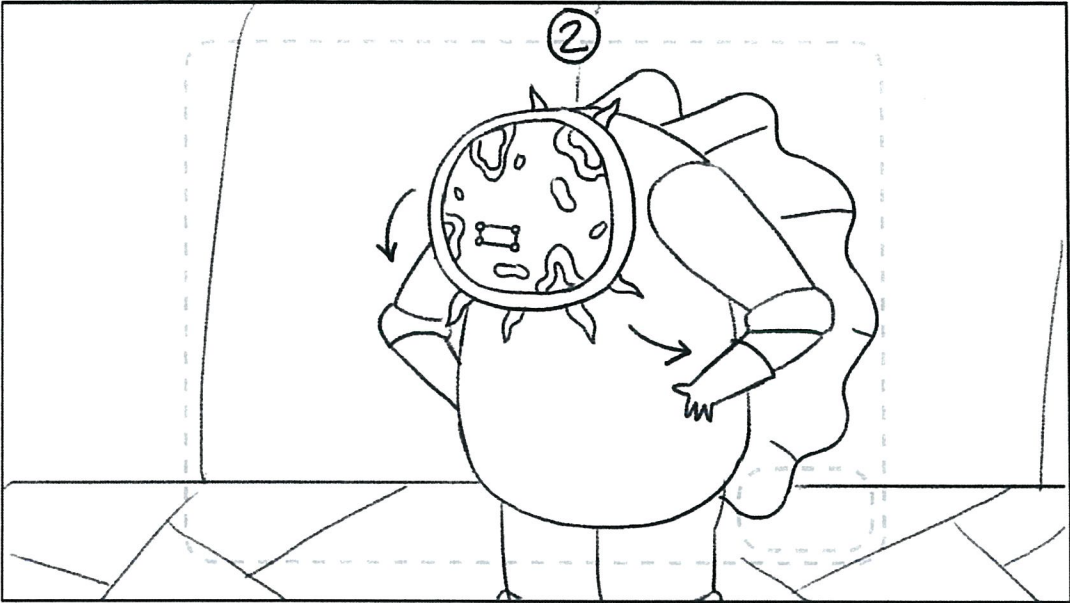


Sc. 56

Pnl. B

Bg.

day night

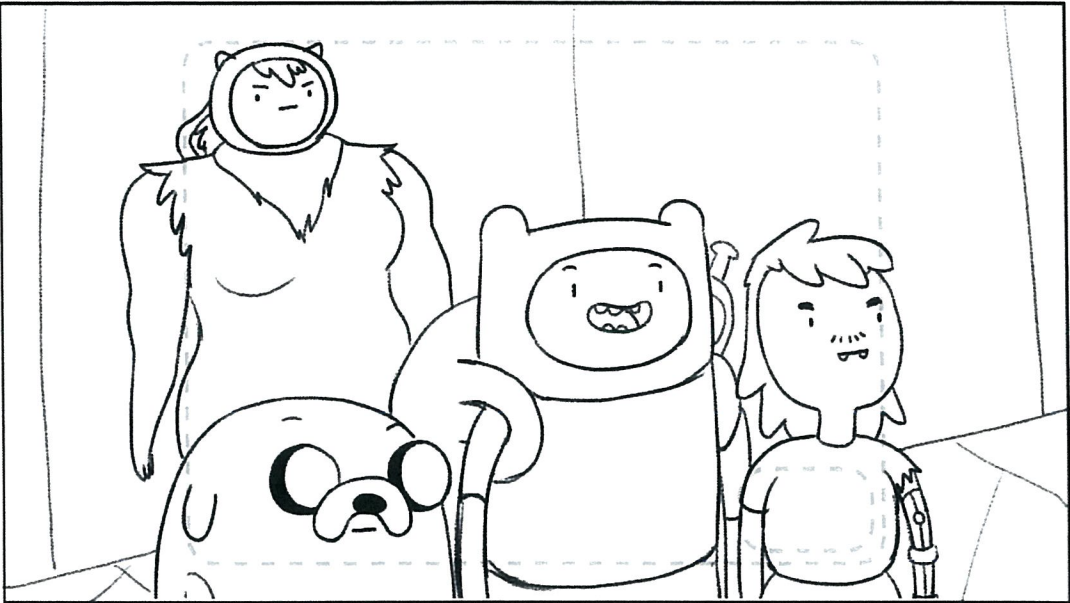


Sc. 60

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

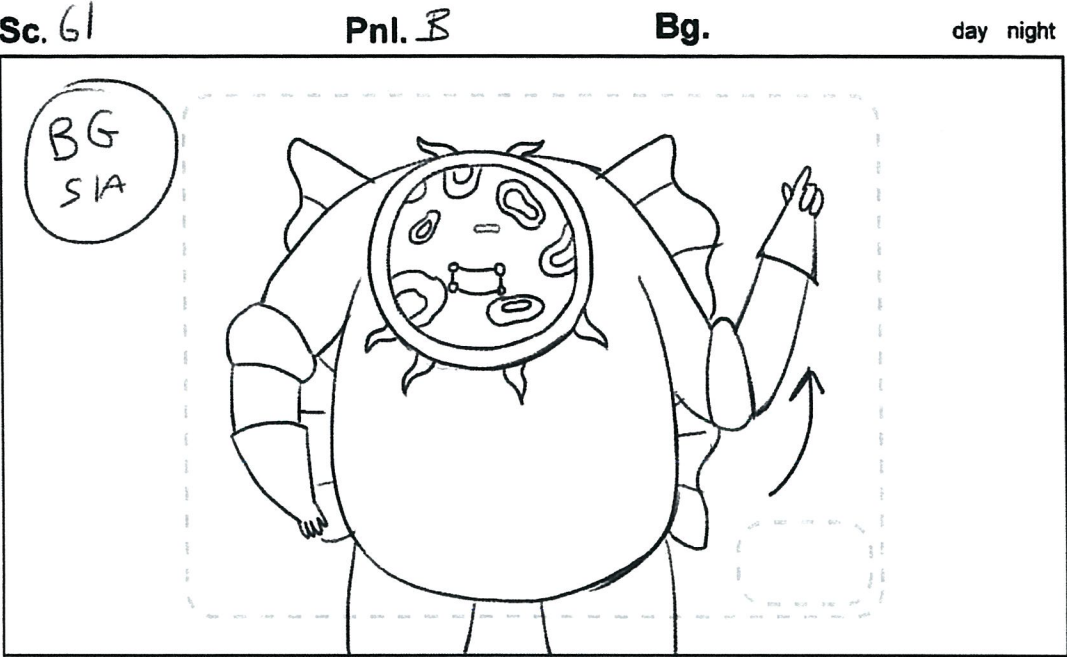
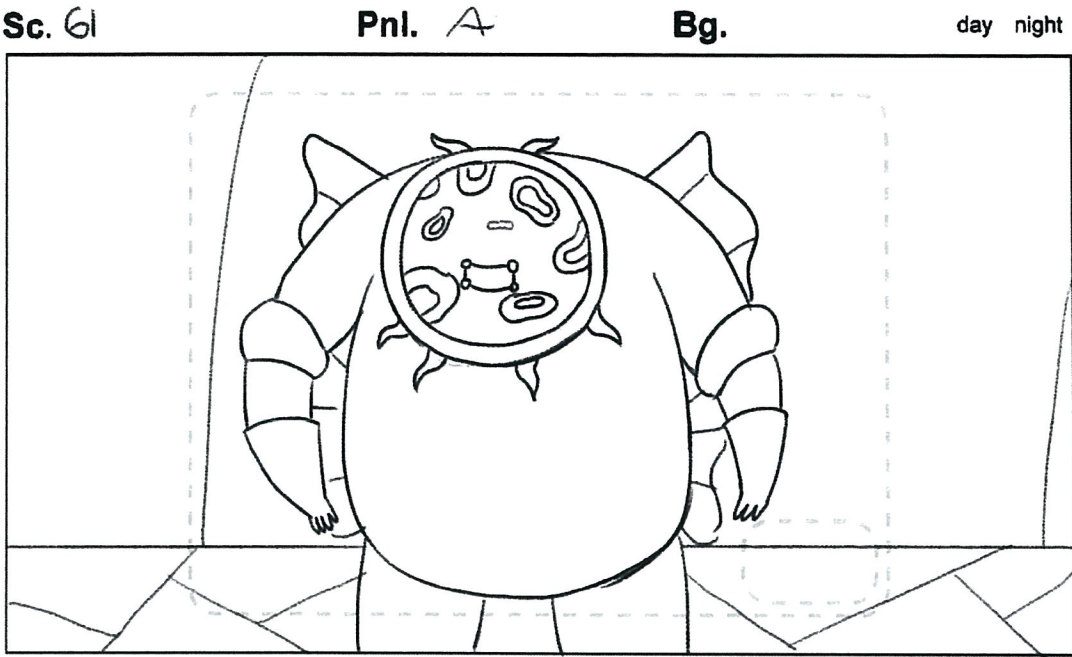


F: DR Gross, what do you get up to in this totally cool place?

EPISODE # 1034-243

Production :

ADVENTURE TIME



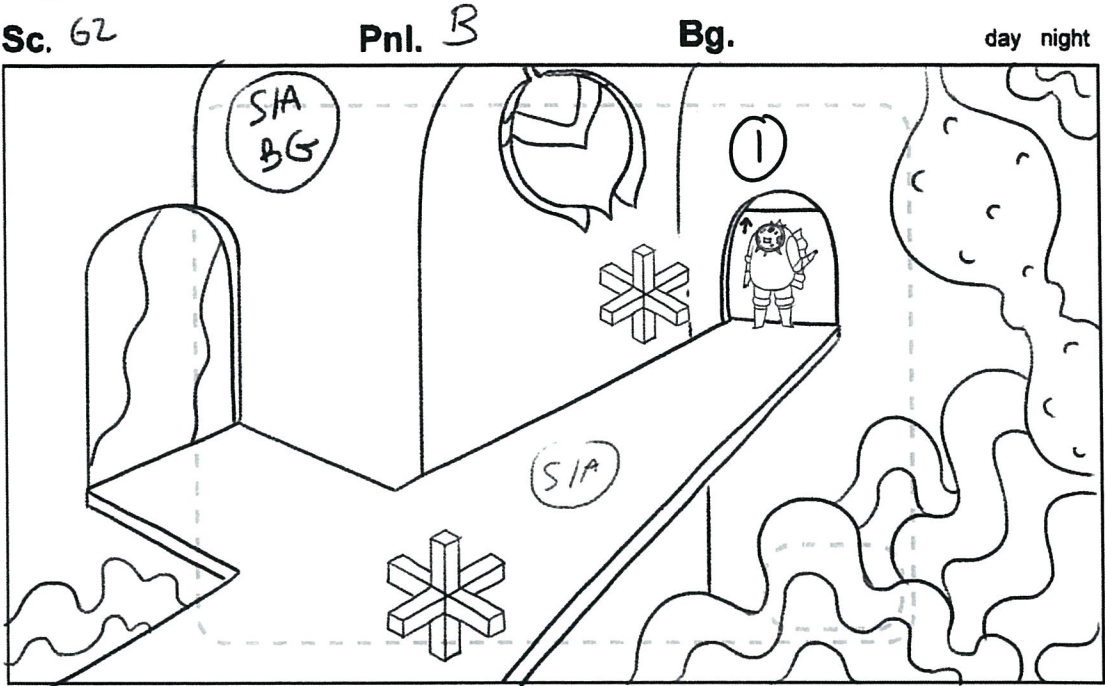
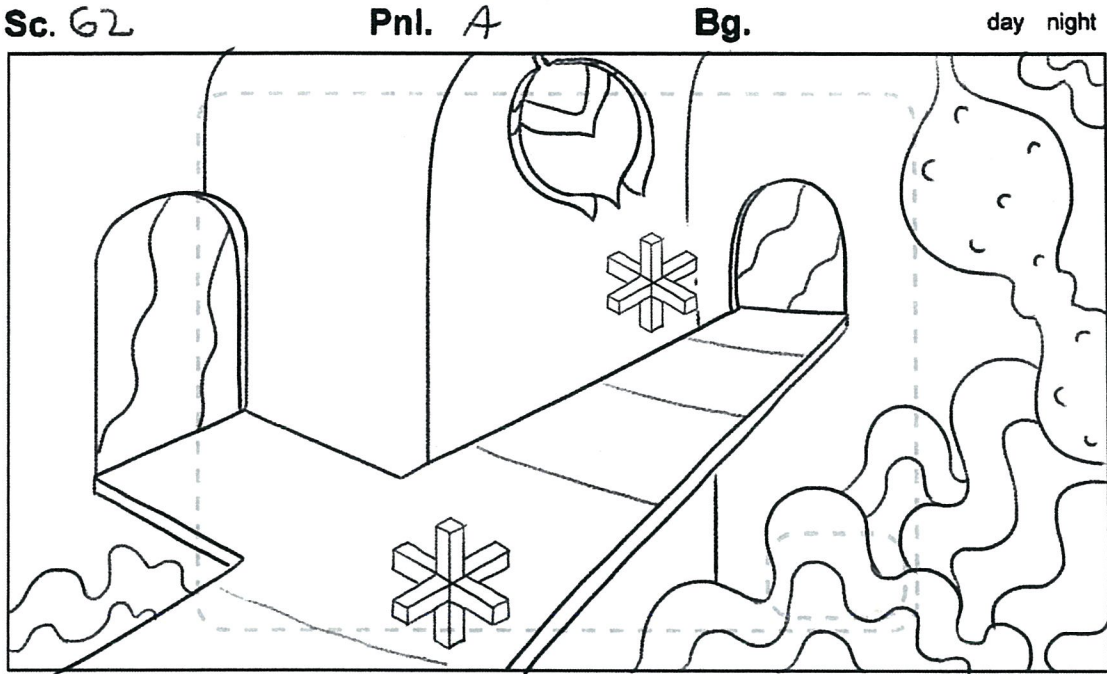
Dialog:	DG: I'm so glad you asked!
Action:	
Timing:	

EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

↑ PLASMA

DG: ♪ Evolution's a natural process ♪

Action:

- SONG BEGINS

Timing:



EPISODE # 1034-243

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



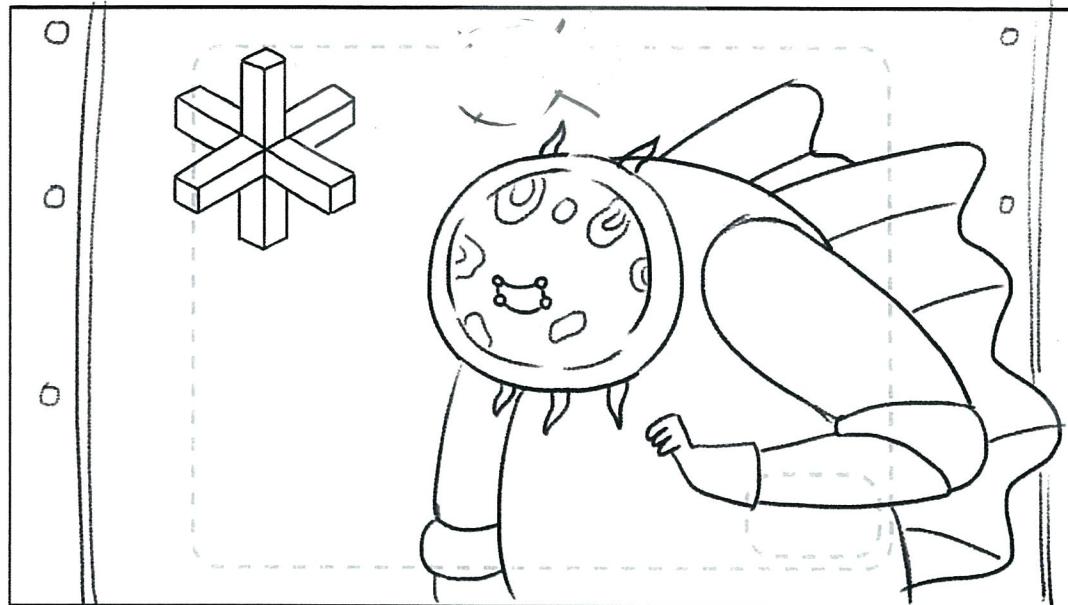
Page 103

Sc. 63

Pnl. A

Bg.

day night

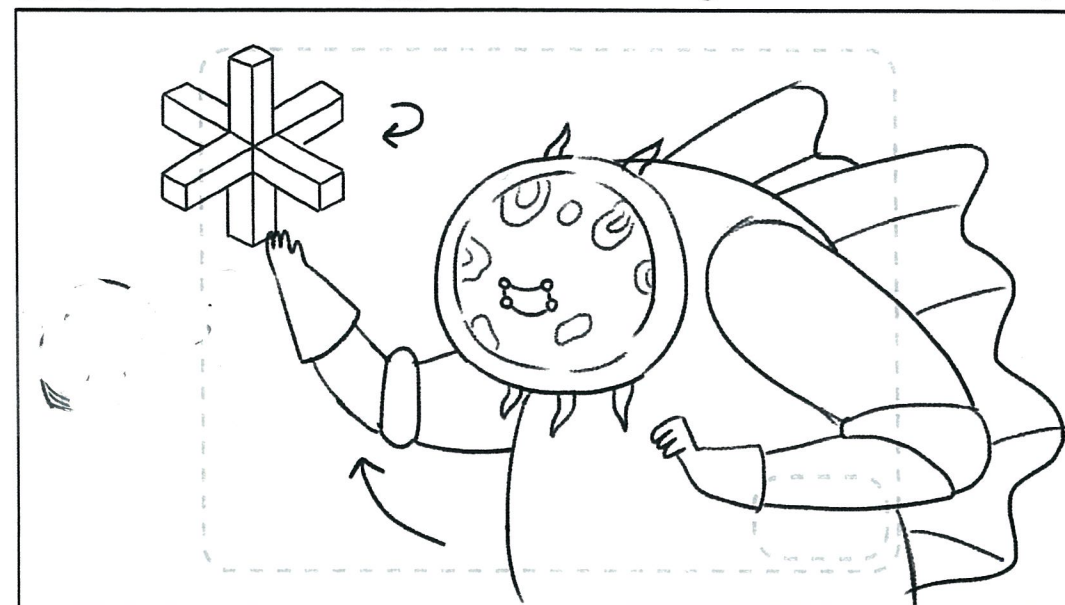


Sc. 63

Pnl. B

Bg.

day night



Dialog:

DG : ♪ But it's not exactly the fastest ♪

Action:

- DG touches shape. The shape starts turning

Timing:

EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



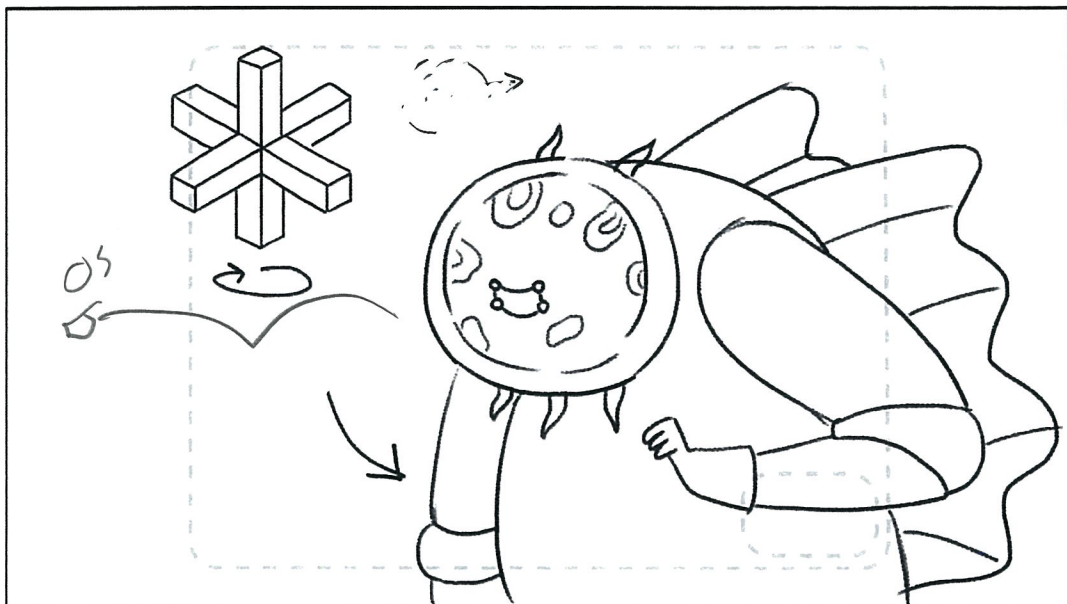
Page 104

Sc. 63

Pnl. C

Bg.

day night

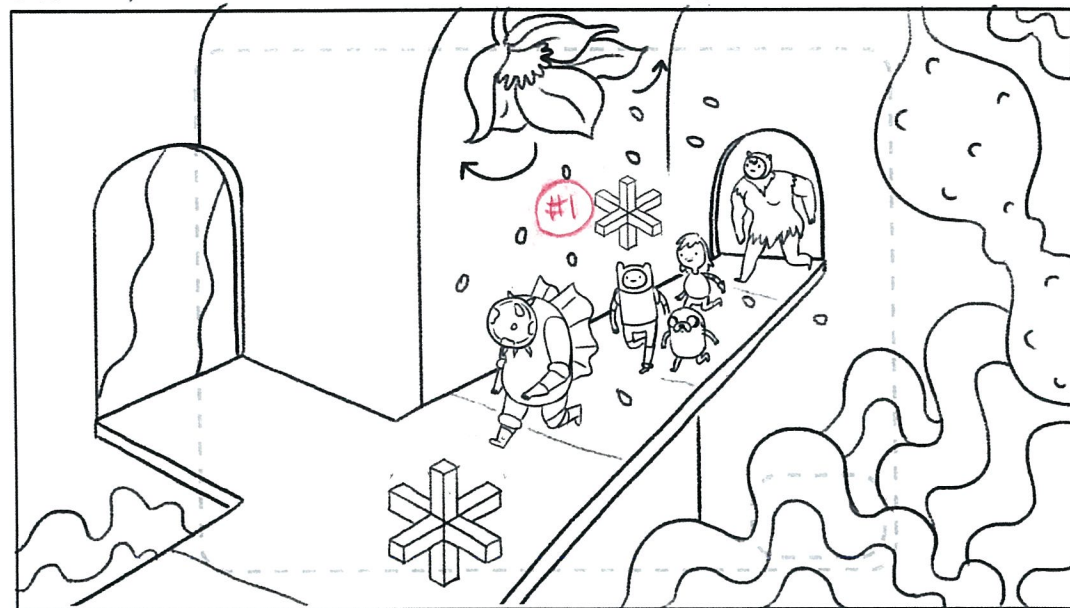


Sc. 64

Pnl. A

Bg.

day night



Dialog:

DG ♪ You can reach ♪

Action:

Timing:

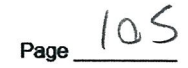
When DG touches shape:

Flower opens, pollen comes out of it.

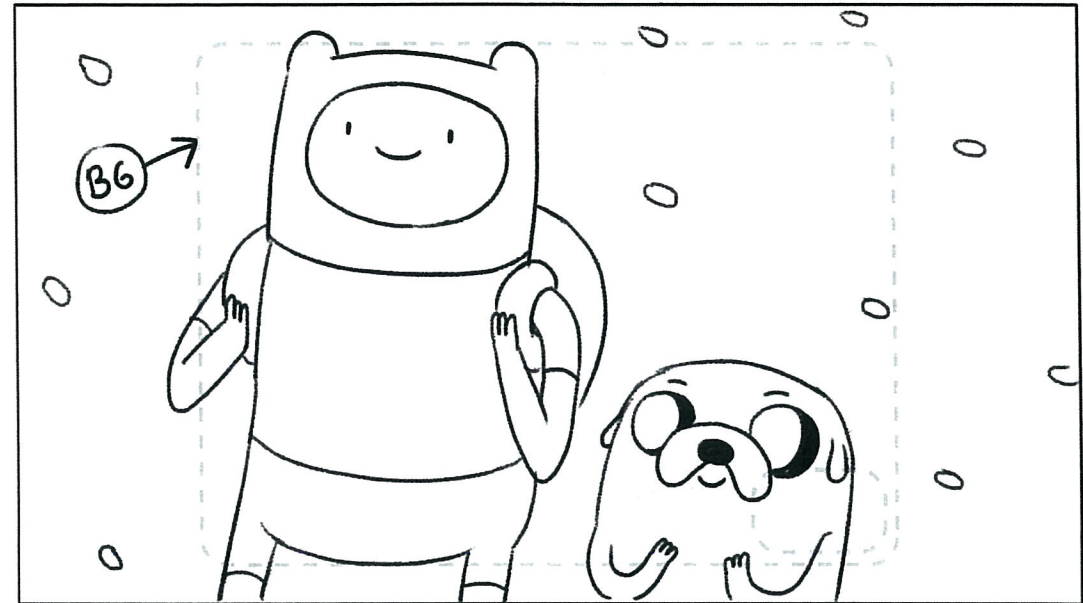
EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



day night

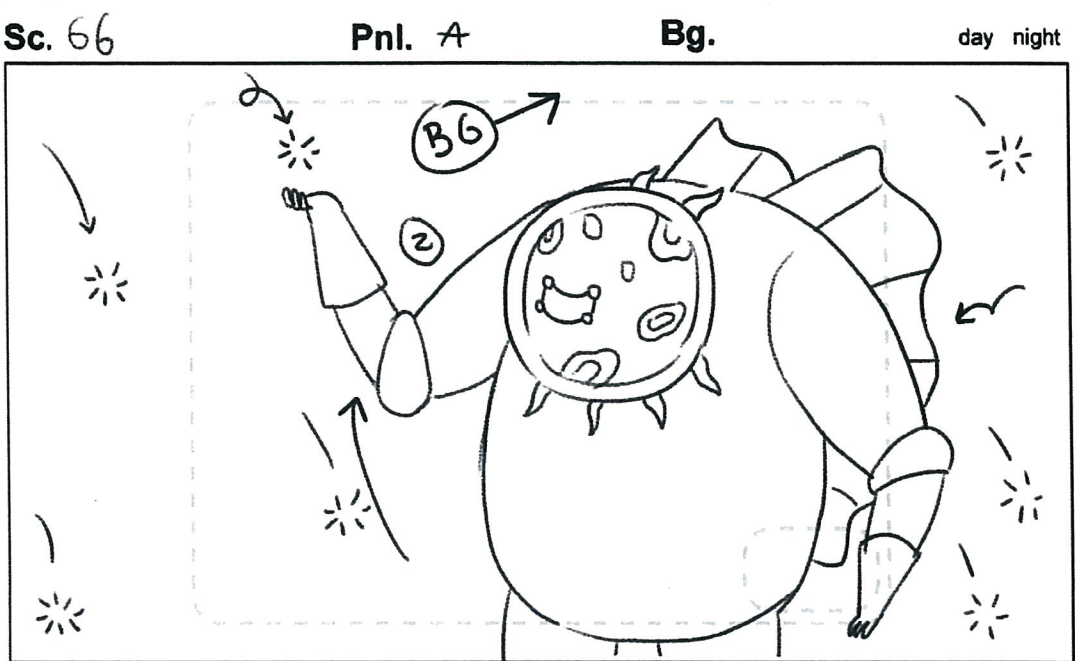
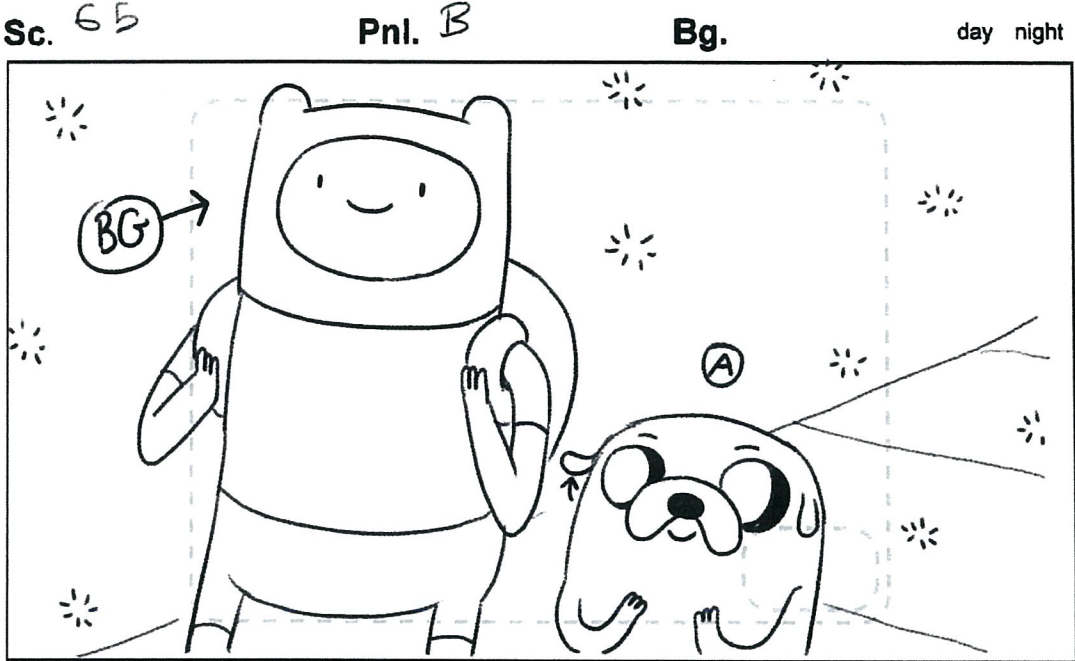


🎵 with just a little help 🎵

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

SFX: *POP *POP *POP*

Action: Pollen
pops open

Timing:



Ear dance, @, (b), @ etc...

DG: ♪ get some light surgery ♪



EPISODE # 1034-243

Production :

ADVENTURE TIME



Page 107

Sc. 67

Pnl. A

Bg.

day night



Sc. 67

Pnl. B

Bg.

day night



Dialog:



DG: ♪ Shake off the anesthesia ♪

-S. EATS POLLEN

EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

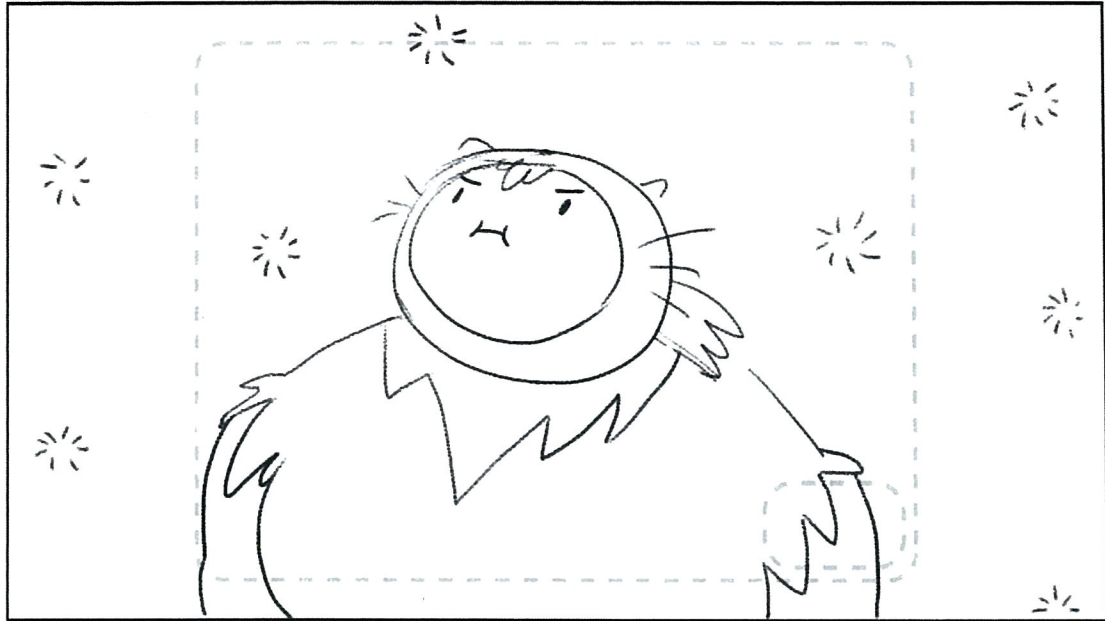


Sc. 67

Pnl. C

Bg.

day night

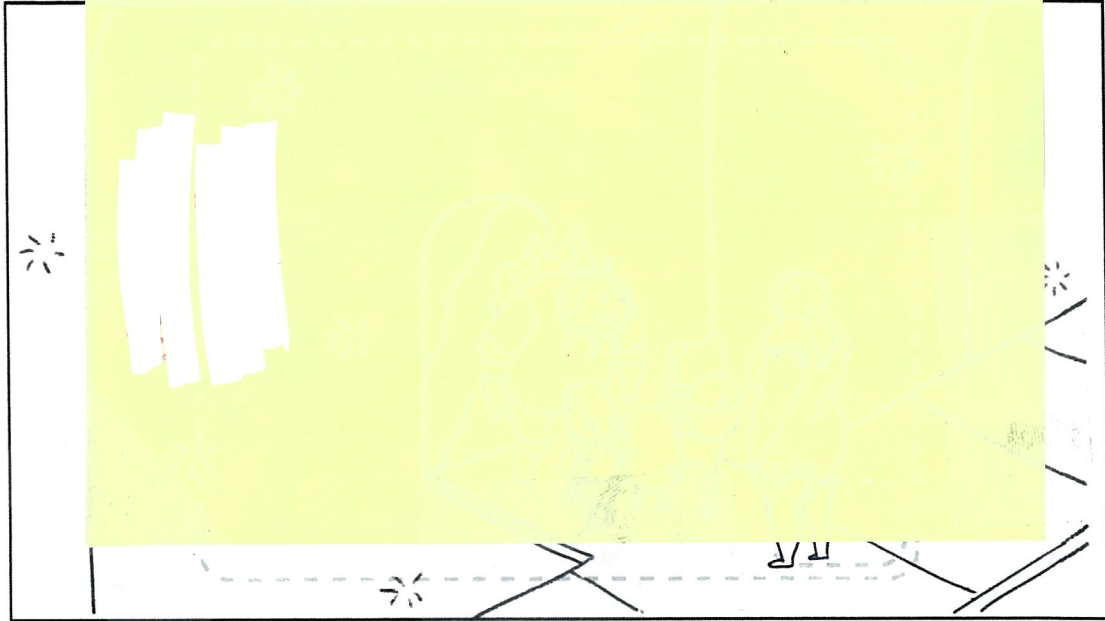


Sc. 67

Pnl. C

Bg.

night



Dialog:

♪ and you'll see ♪

Action:

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME



Page 108A

Sc Pnl. Bg. day night

Sc. 68 Pnl. B Bg. day night

Dialog:

Action:

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME



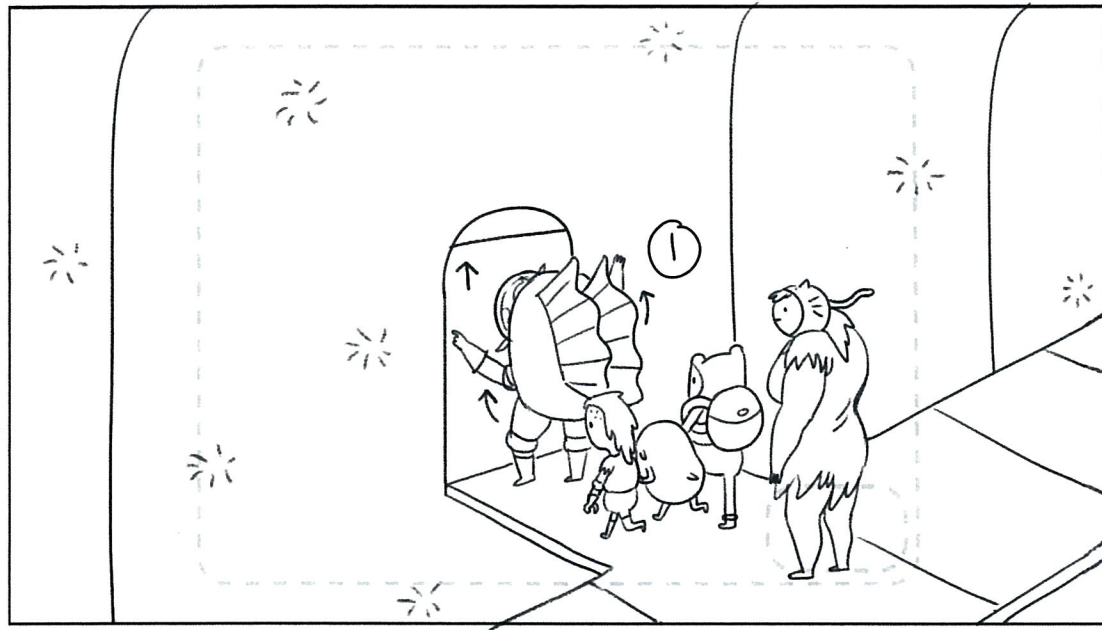
Page 109

Sc. 68

Pnl. C

Bg.

day night

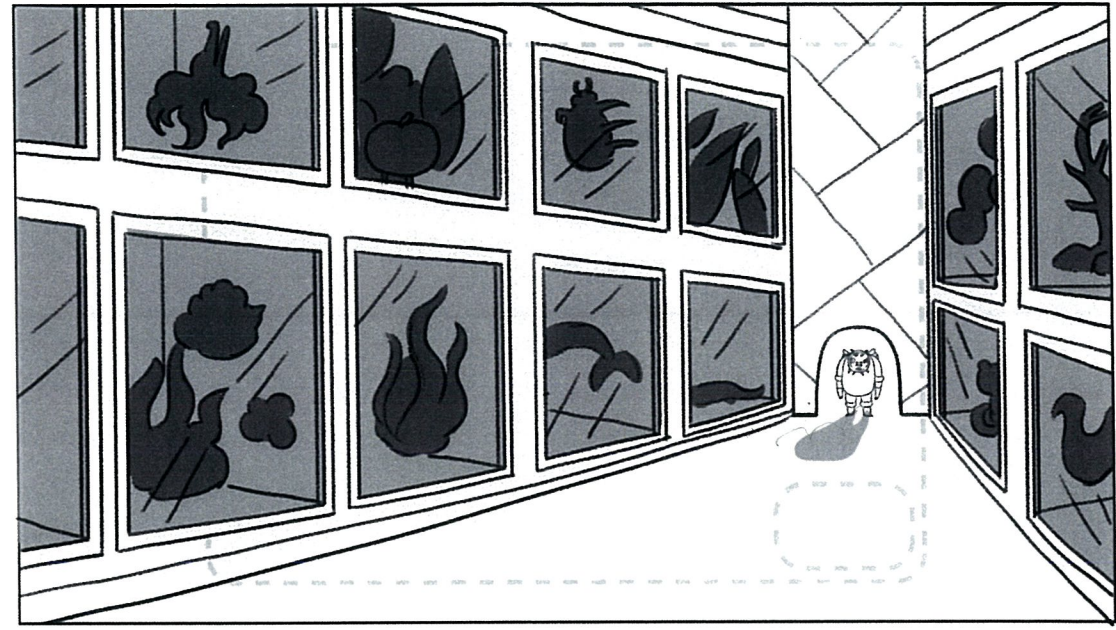


Sc. 69

Pnl. A

Bg.

day night



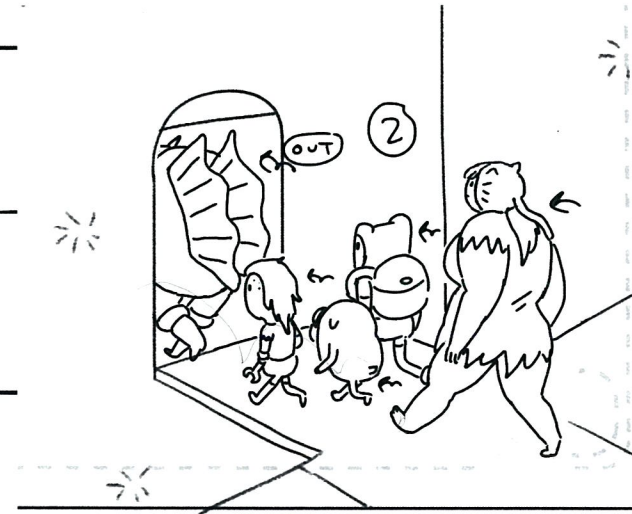
Dialog:

DG

♪ That science has made you more special ♪

Action:

Timing:



DG

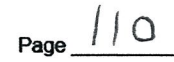
♪ with just a little help ♪

In habitat, Cages are dark.

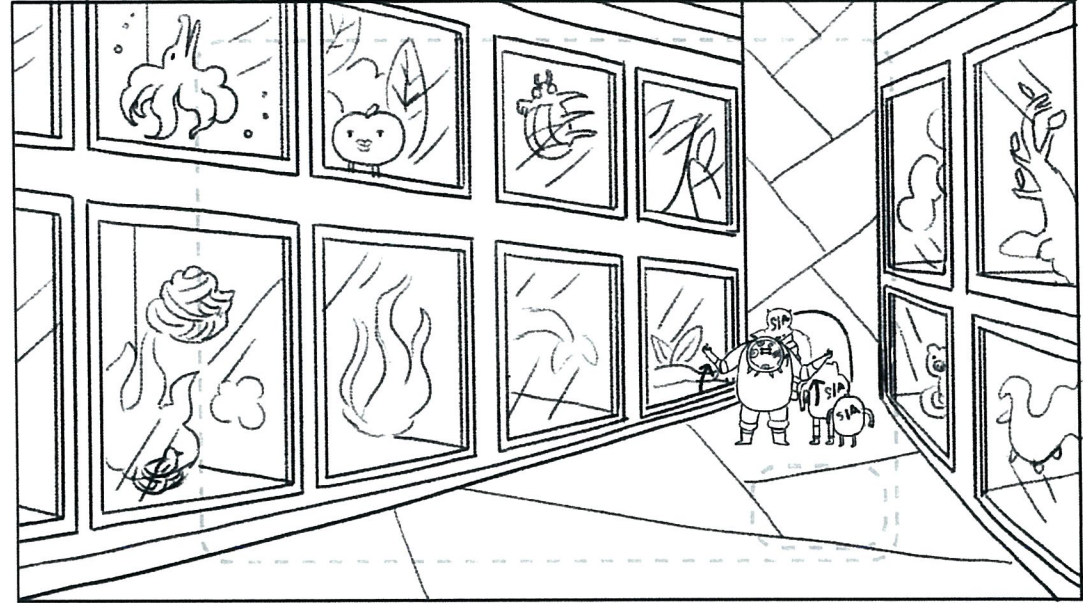
EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



day night



DG : ♪ Step into my Menagerie ♪

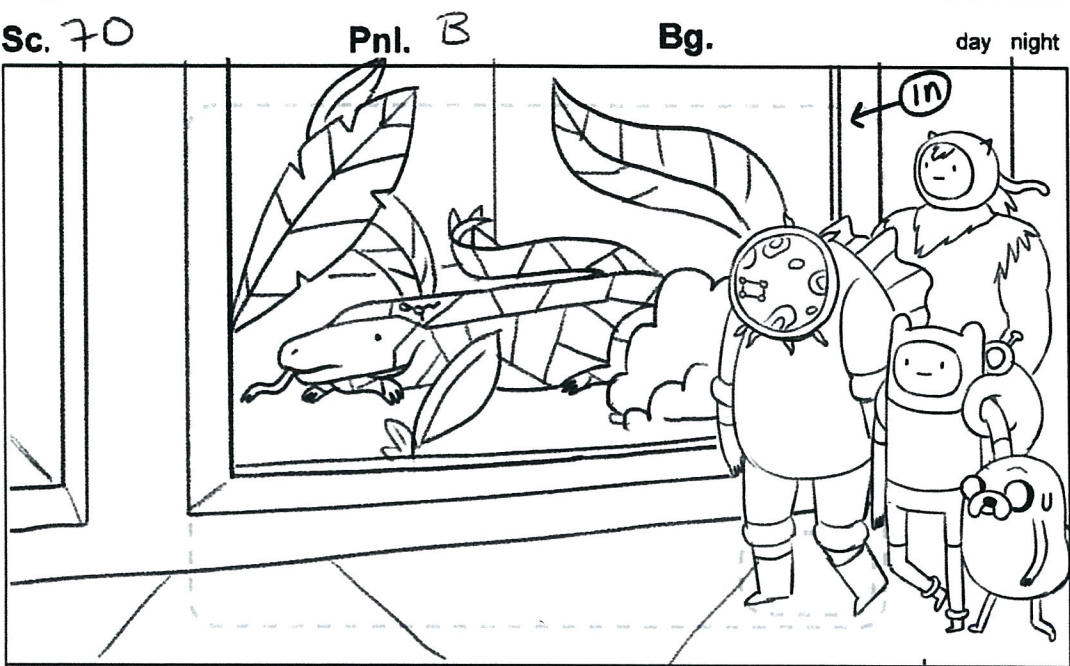
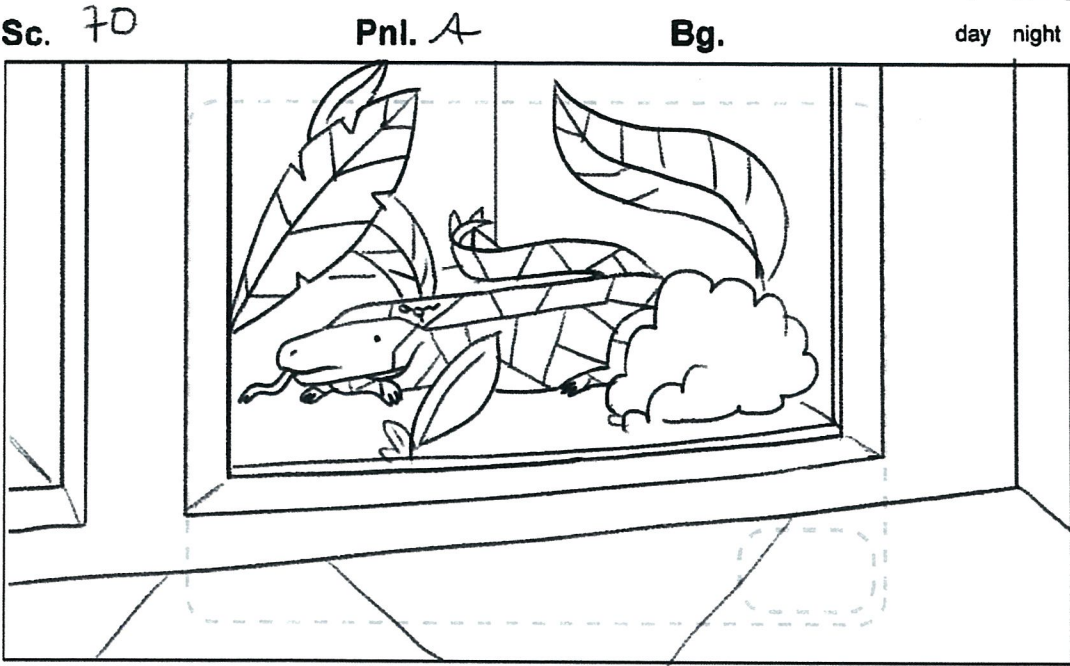
Lights turn ON in habitats.

EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	DG: ♪ One look at my lab ♪
Action:	
Timing:	

ADVENTURE TIME

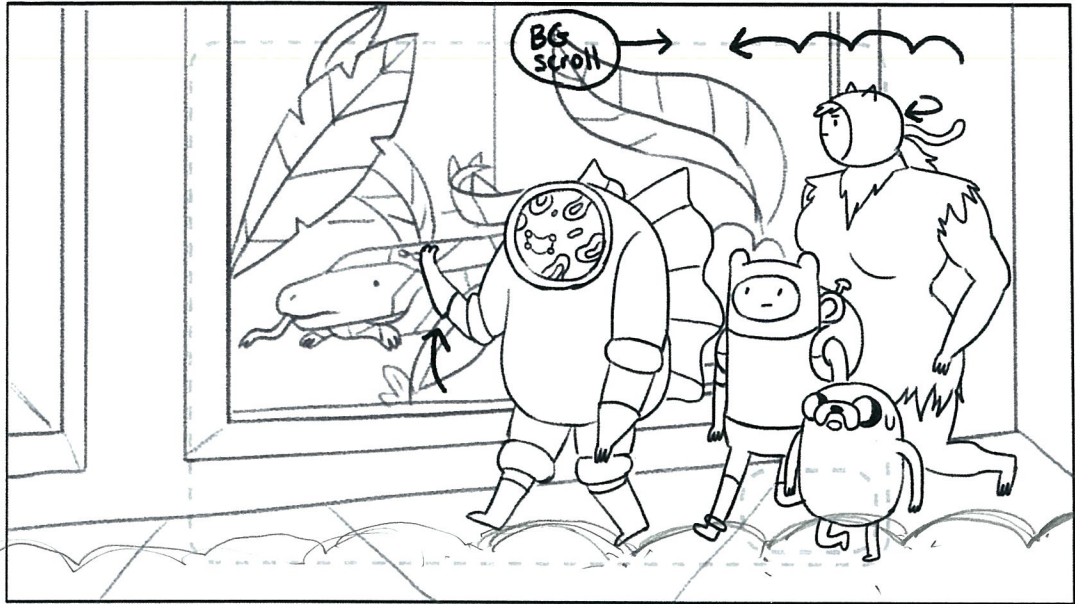


Sc. 70

Pnl. C

Bg.

day night

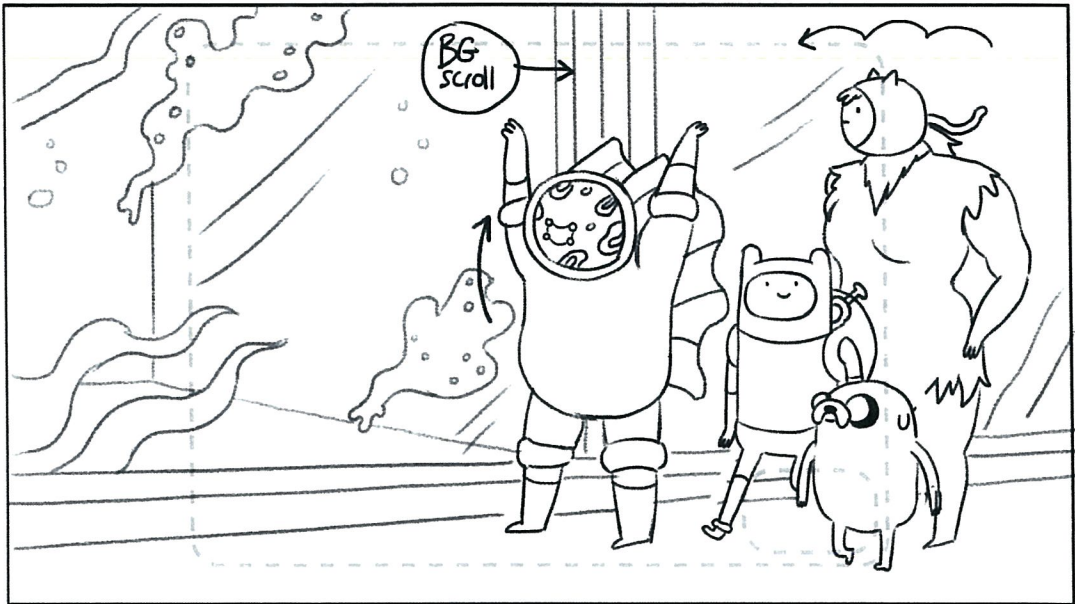


Sc. 70

Pnl. D

Bg.

day night



Dialog:

(DG)

and you'll see

DG: The opposite of extinction

Action:

Timing:

EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

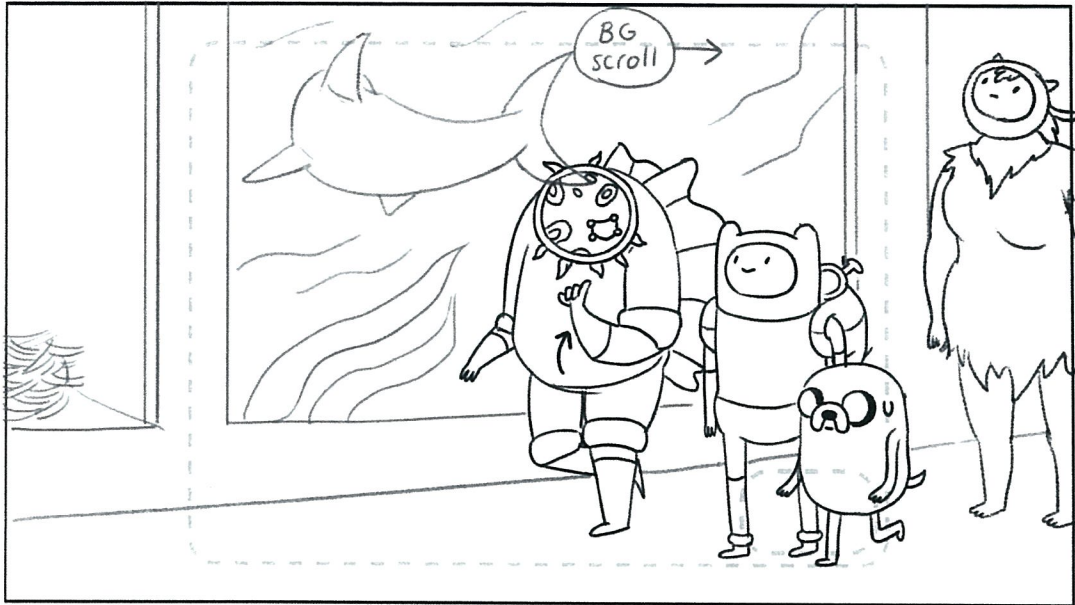


Sc. 70

Pnl. E

Bg.

day night

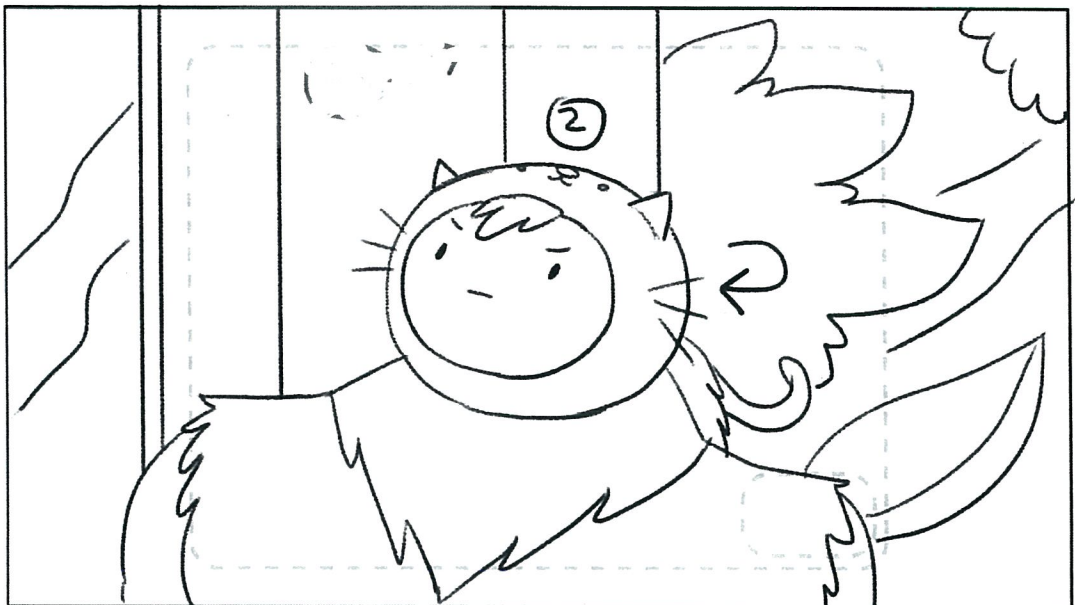


Sc. 71

Pnl. A

Bg.

day night



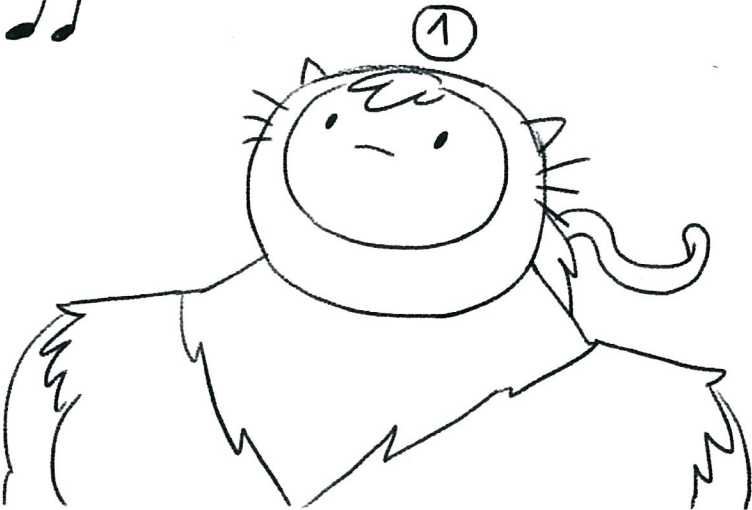
Dialog:

DG : ♪ Nature leveled up ♪



Action:

Timing:



EPISODE # 1034-243

Production :

ADVENTURE TIME

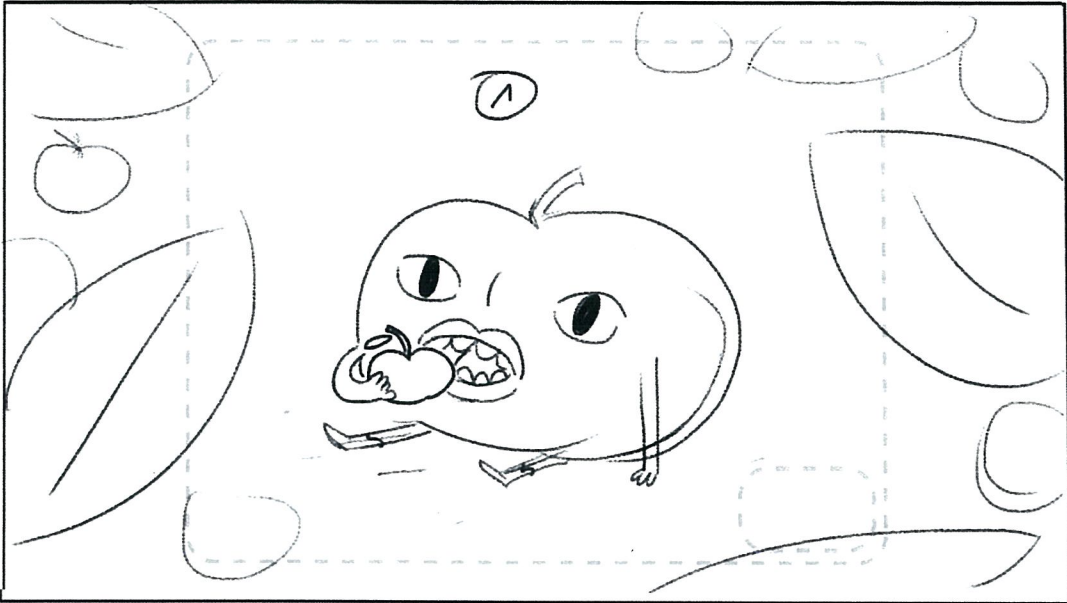


Sc. 72

Pnl. A

Bg.

day night



Sc. 73

Pnl. A

Bg.

day night



Dialog:

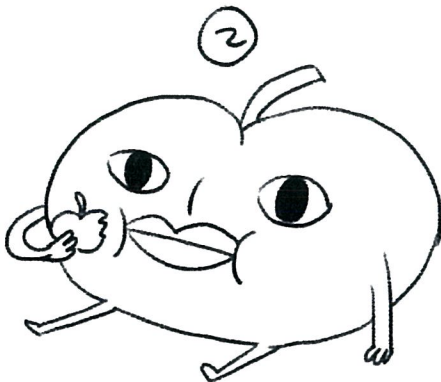
SFX *CRUNCH*



Action:

Timing:

- Appblop eating
an apple



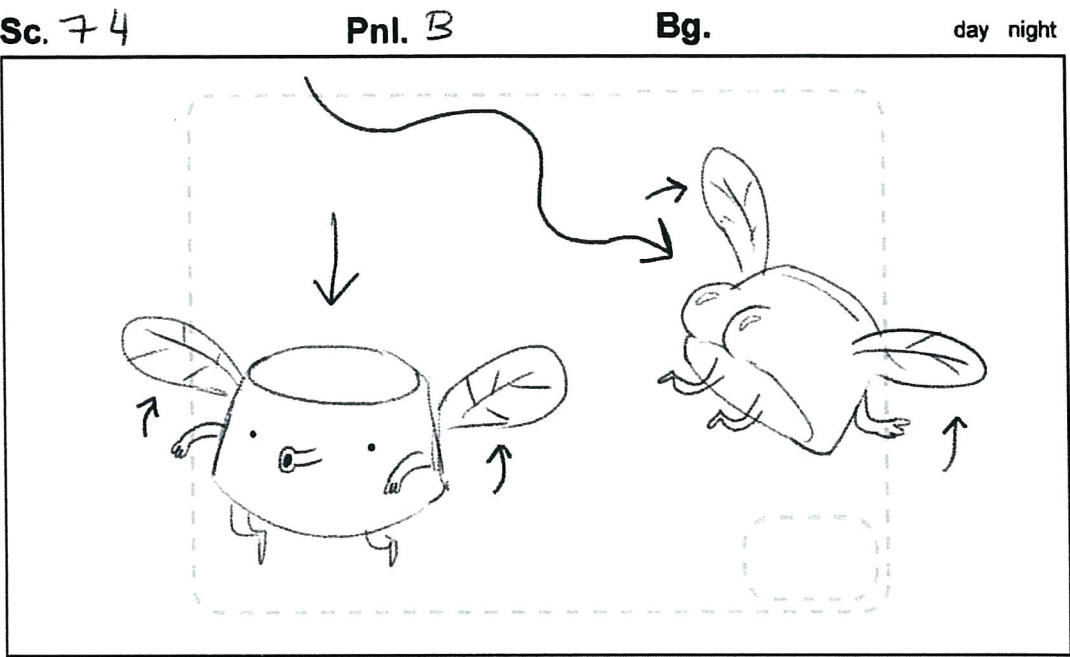
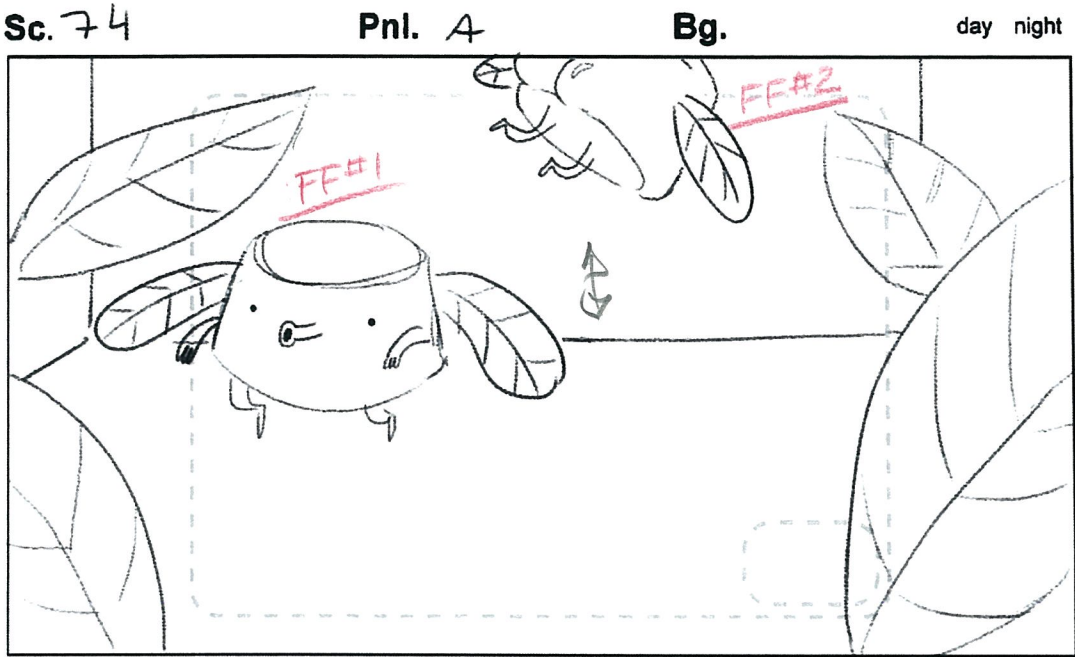
1





EPISODE # 1034-243

Production :

ADVENTURE TIME



Dialog:		
Action:	Flyflans flying around	
Timing:		

ADVENTURE TIME

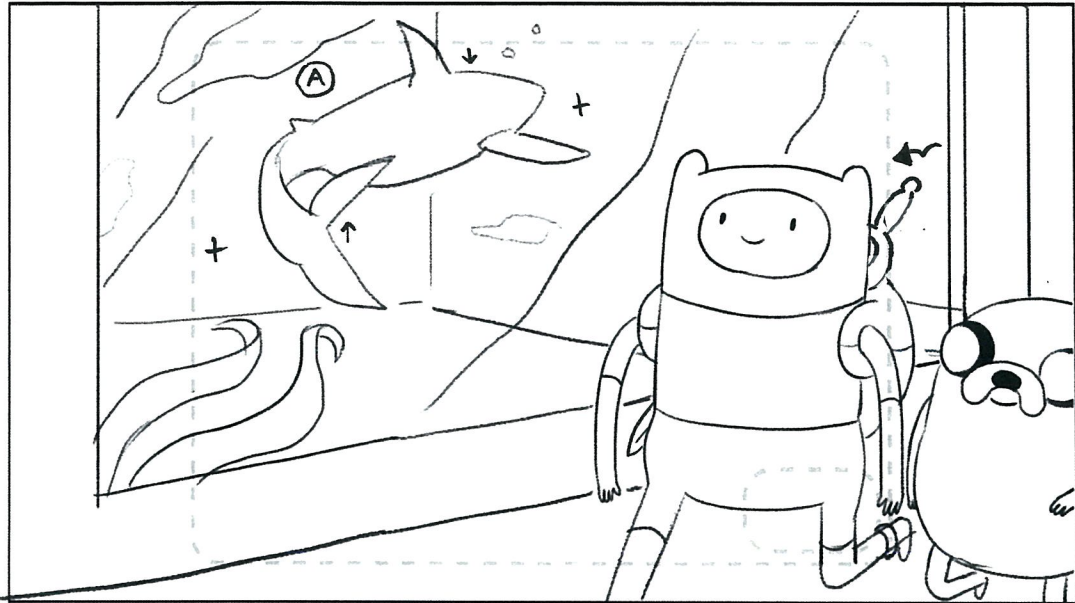


Sc. 75

Pnl. A

Bg.

day night

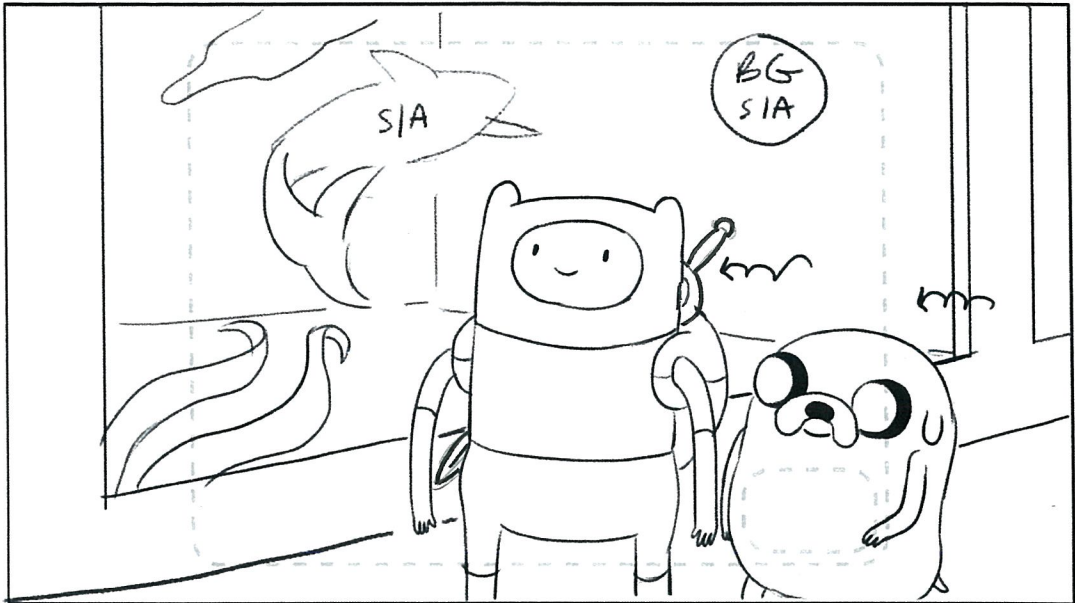


Sc. 75

Pnl. B

Bg.

day night



Dialog:



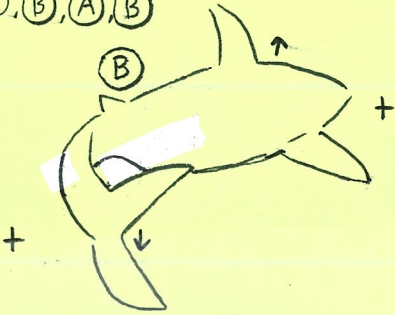
Action:

-f+j WALK ON/5.

Timing:

SUBTLE CYCLE : (SLOW)

A, B, A, B



EPISODE # 1034-243

Production :

ADVENTURE TIME

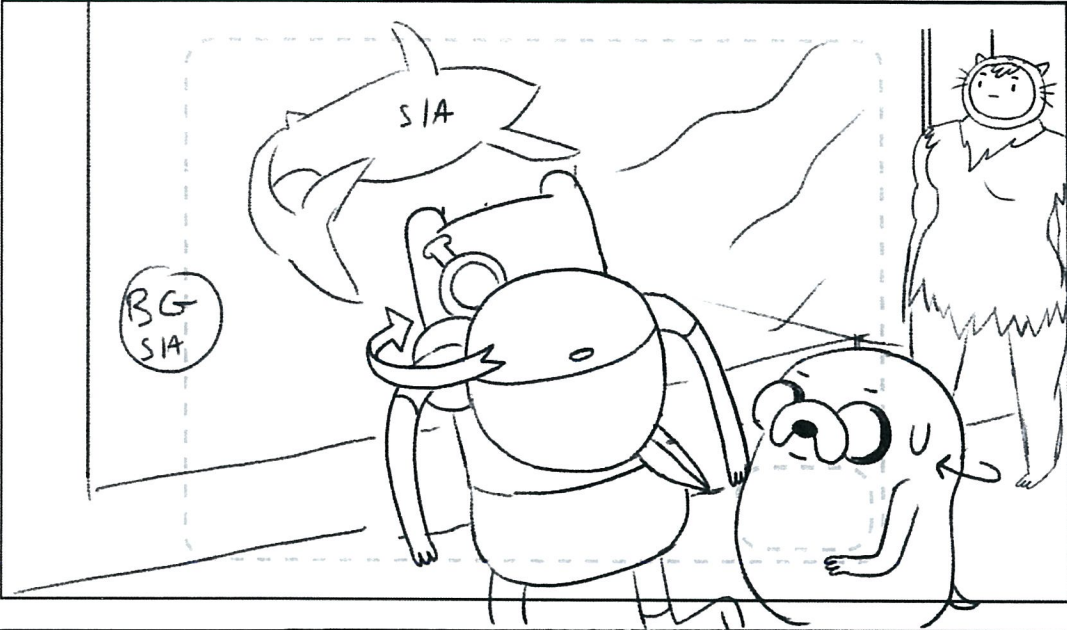


Sc. 75

Pnl. C

Bg.

day night

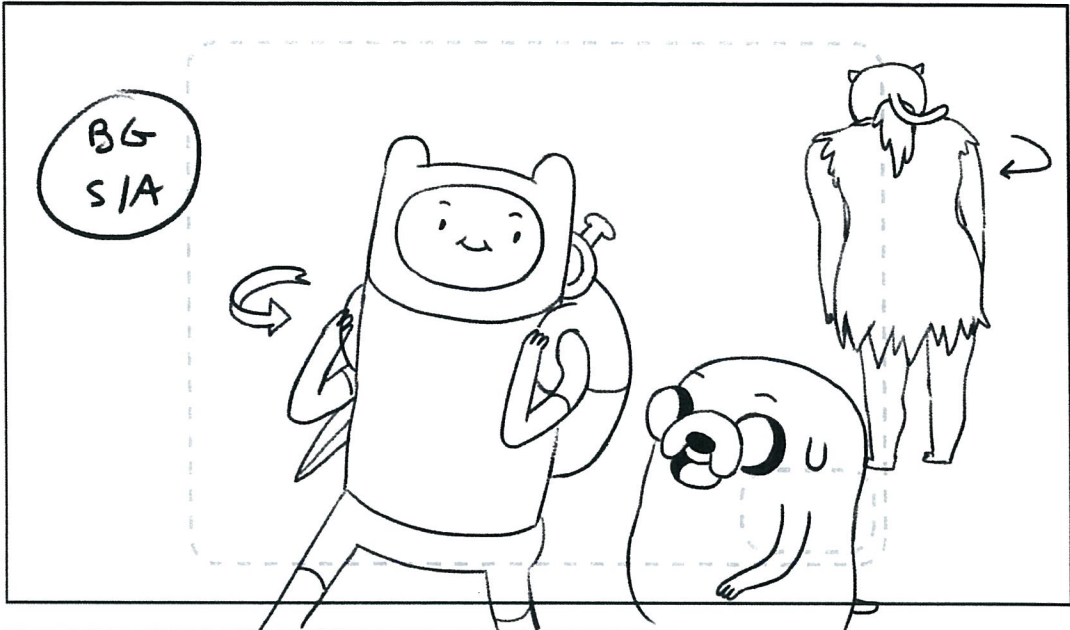


Sc. 75

Pnl. D

Bg.

day night



Dialog:

F: Wow these dudes look mad advanced!

J: They're mashups bro.

Action:



Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME

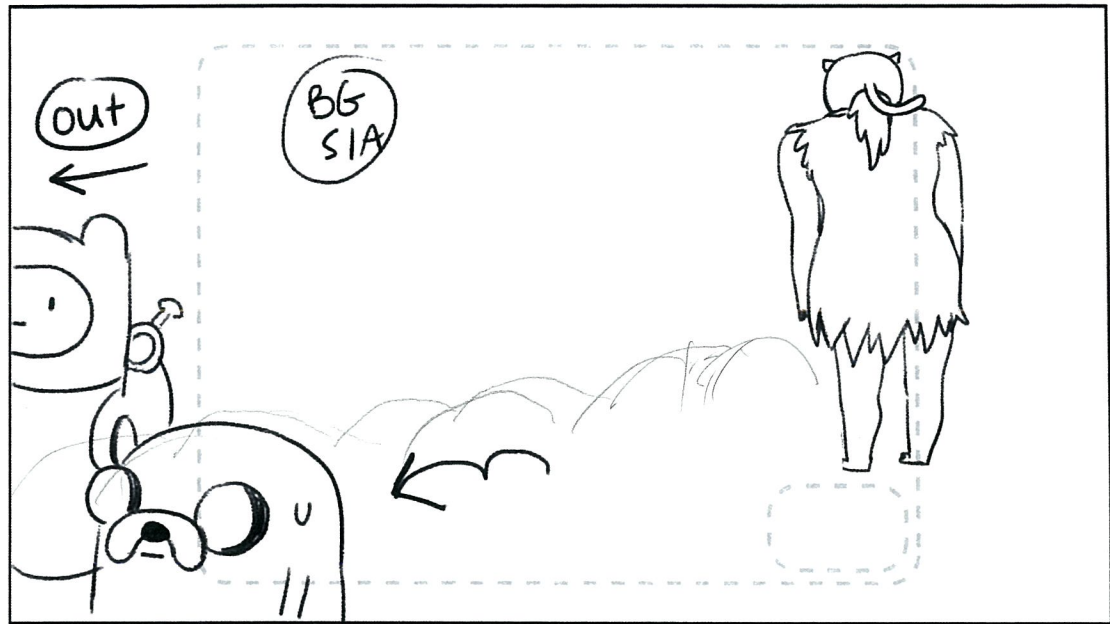


Sc. 75

Pnl. E

Bg.

day night

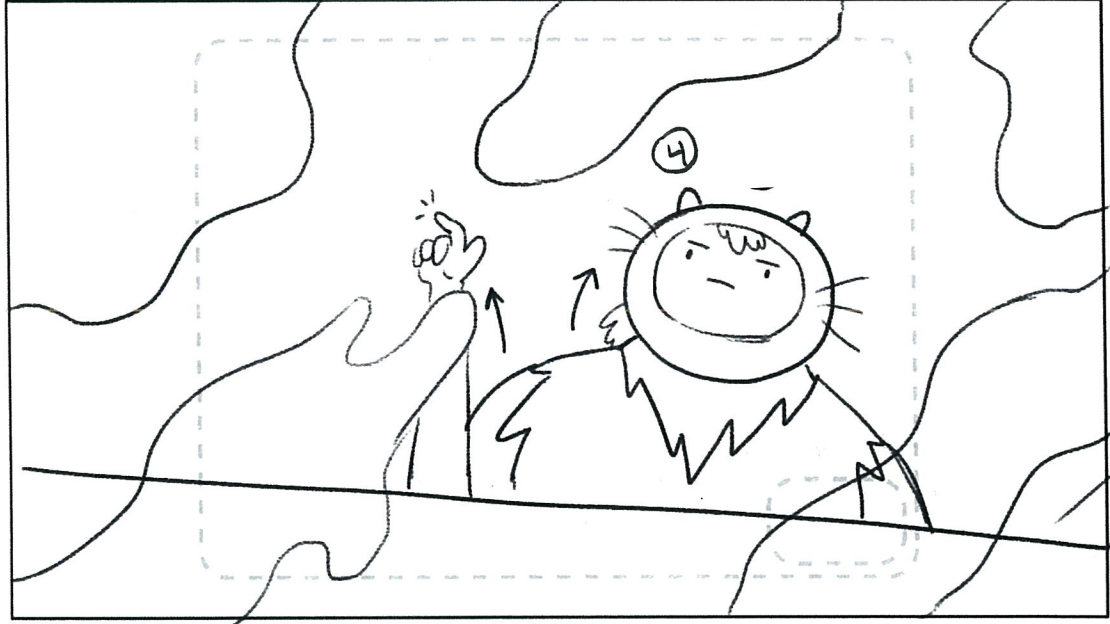


Sc. 76

Pnl. A

Bg.

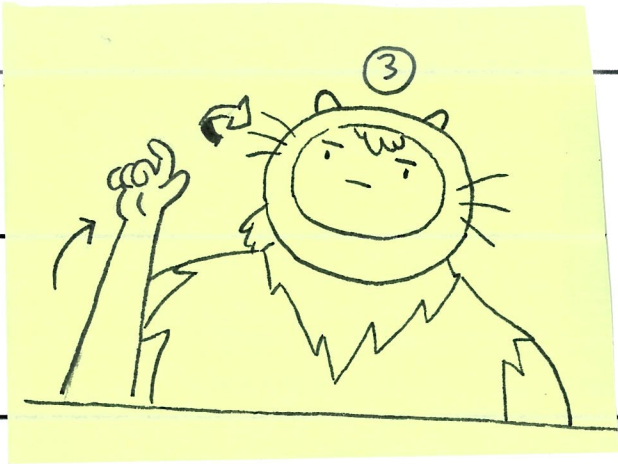
day night



Dialog:

Action:

Timing:



- S. TAP ON GLASS 3X

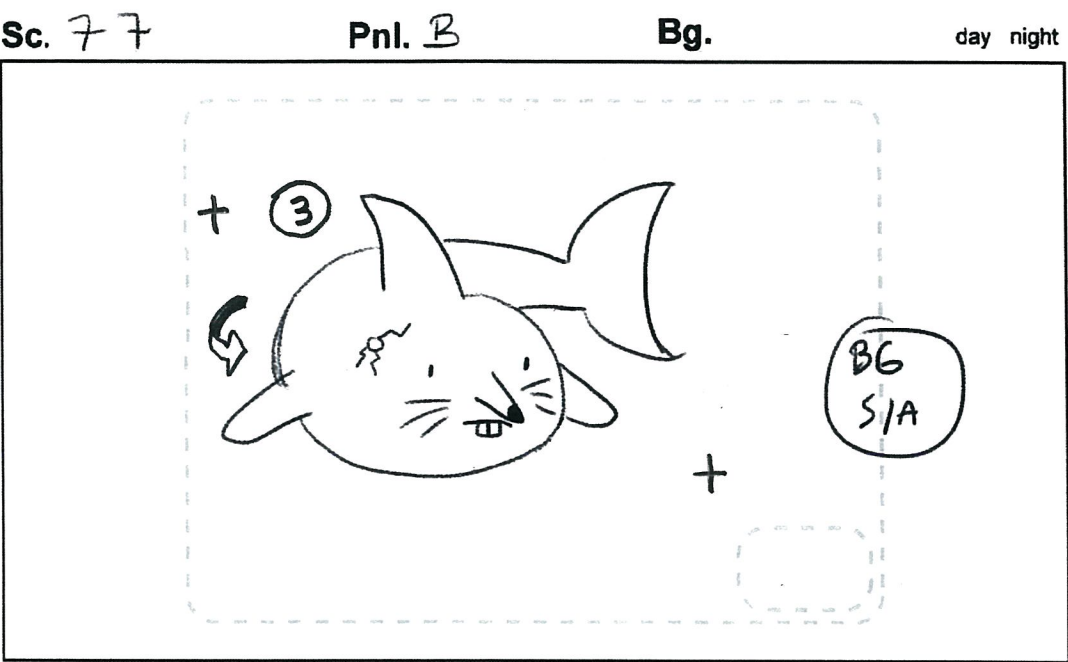
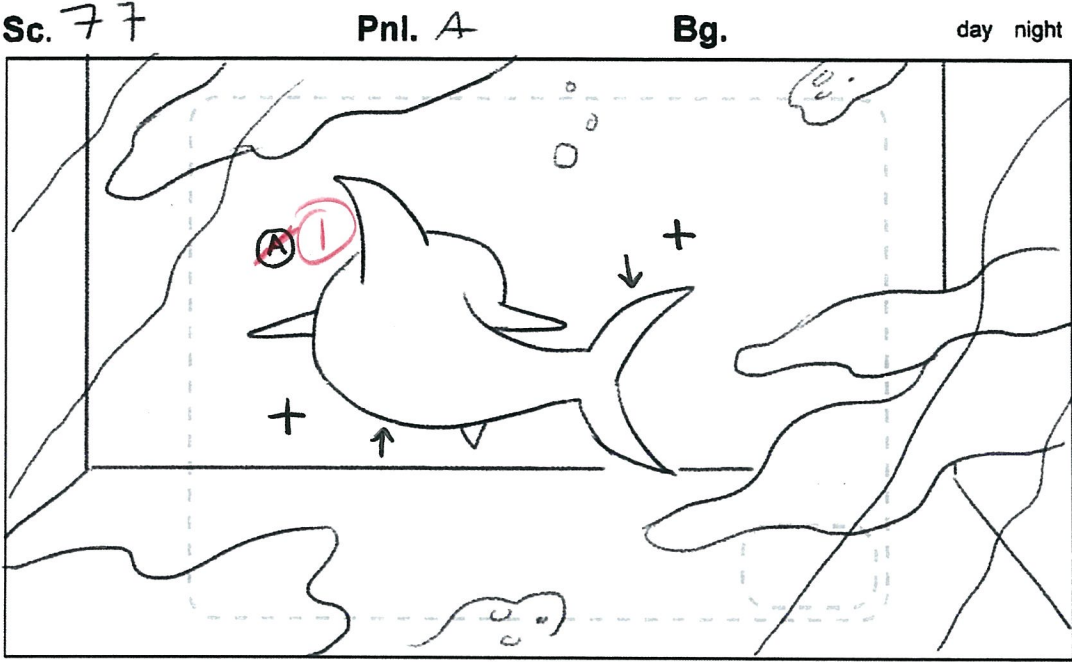


EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

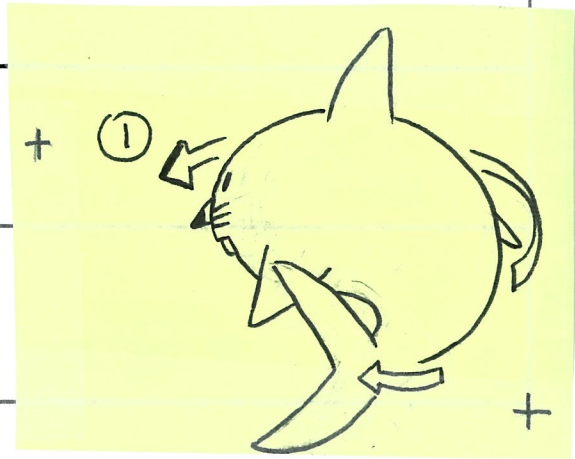
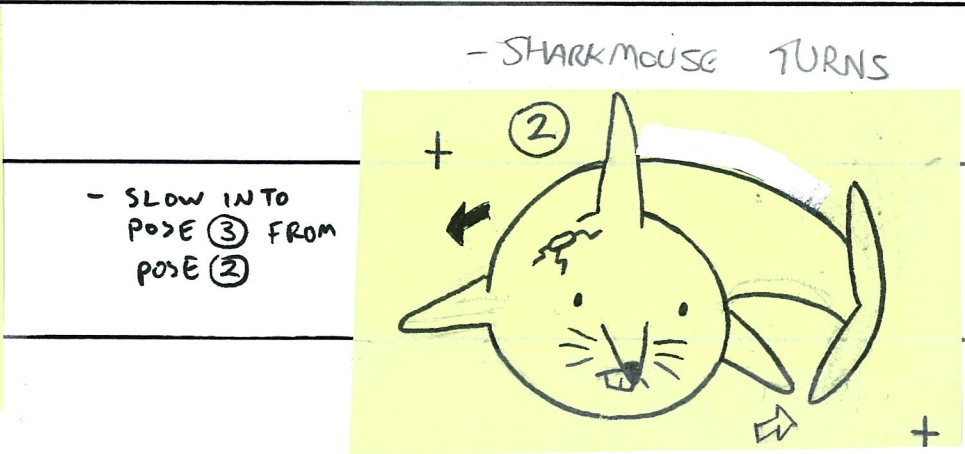
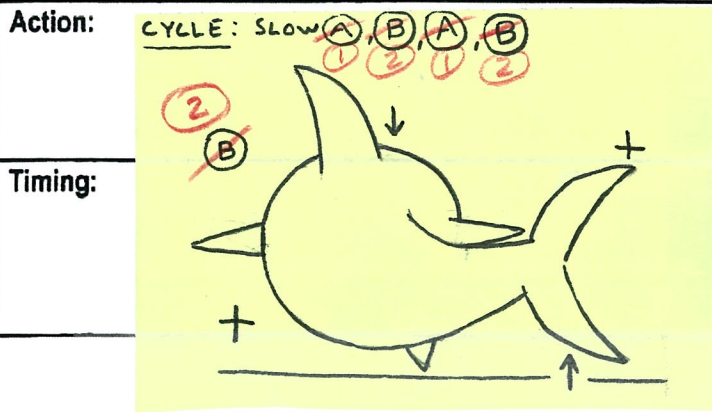
ADVENTURE TIME



Dialog:

DG (v.o.): ♪ A shark that breaths air ♪

DG: ♪ And likes to eat cheese ♪



EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

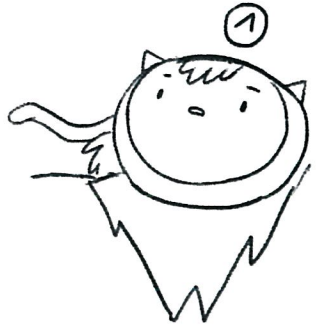
ADVENTURE TIME



Sc. 78 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog: SS : * GASP *

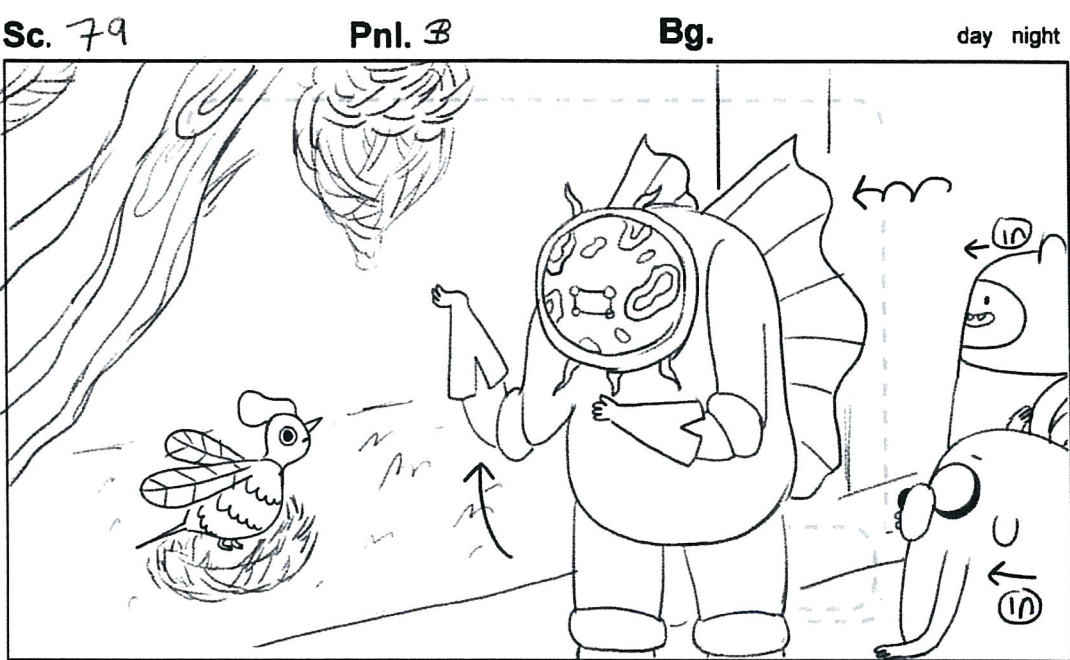
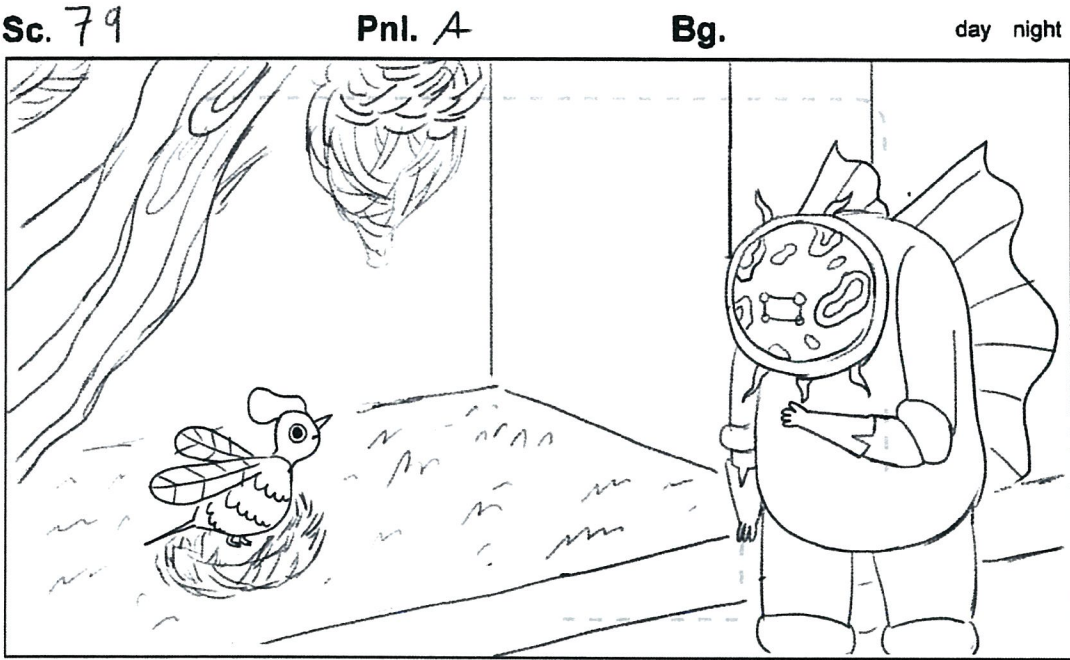
Action: 

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME



Dialog:
<u>DG</u> : ♪ A really fast chick ♪
Action:
Timing:

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 80

Pnl. A

Bg.

day night

Sc. 80

Pnl. B

Bg.

day night

Dialog:

DG : ♪ With wasp wings ♪

Action:

starts flying

Timing:

EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 80

Pnl. C

Bg.

day night

Sc. 80

Pnl. D

Bg.

day night

Dialog:

Action: I slides in

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME

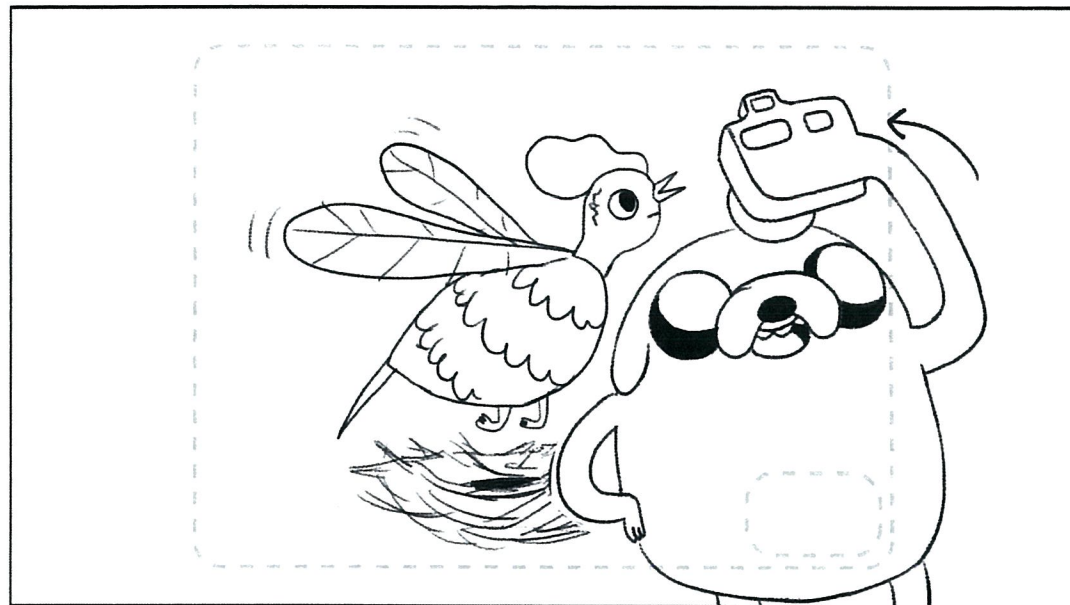


Sc. 80

Pnl. E

Bg.

day night

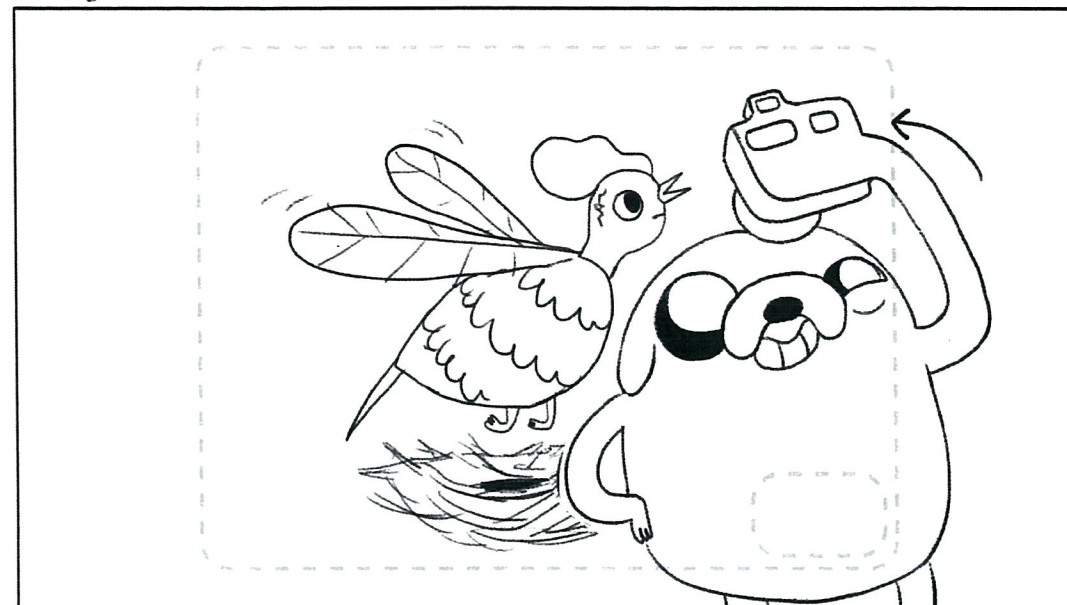


Sc. 80

Pnl. F

Bg.

day night



Dialog:

J : Click!

Action:

F's hand turns into a camera

F's hand turns into a camera

Timing:

EPISODE # 1034-243

Production :

© 2007 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



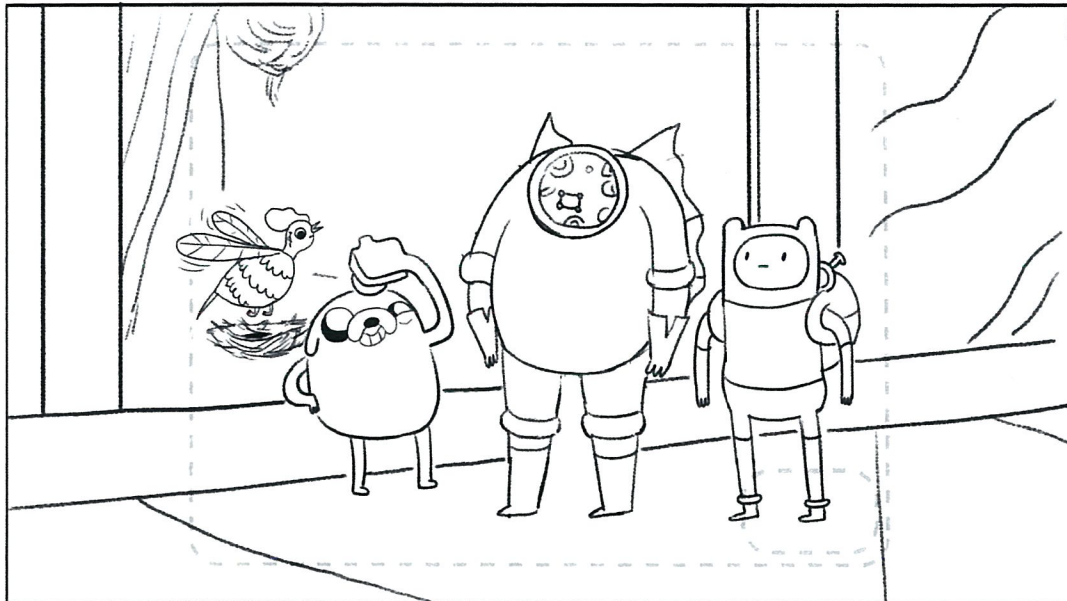
Page 125

Sc. 81

Pnl. A

Bg.

day night

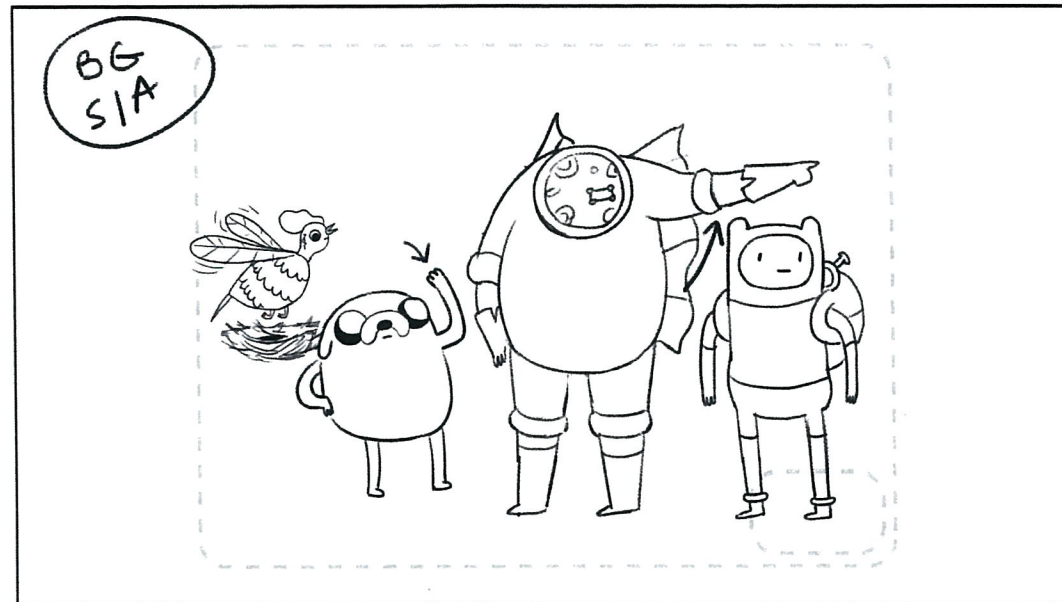


Sc. 81

Pnl. B

Bg.

day night



Dialog:

DG: ♪ An electric eel powered by wind ♪

Action:

Timing:

EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



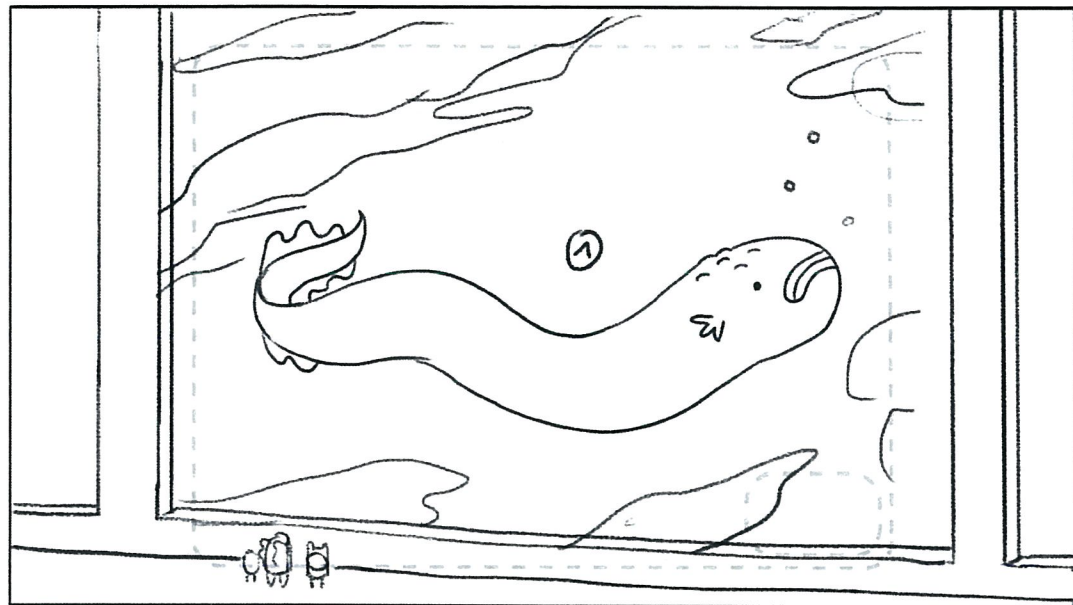
Page 126

Sc. 82

Pnl. A

Bg.

day night

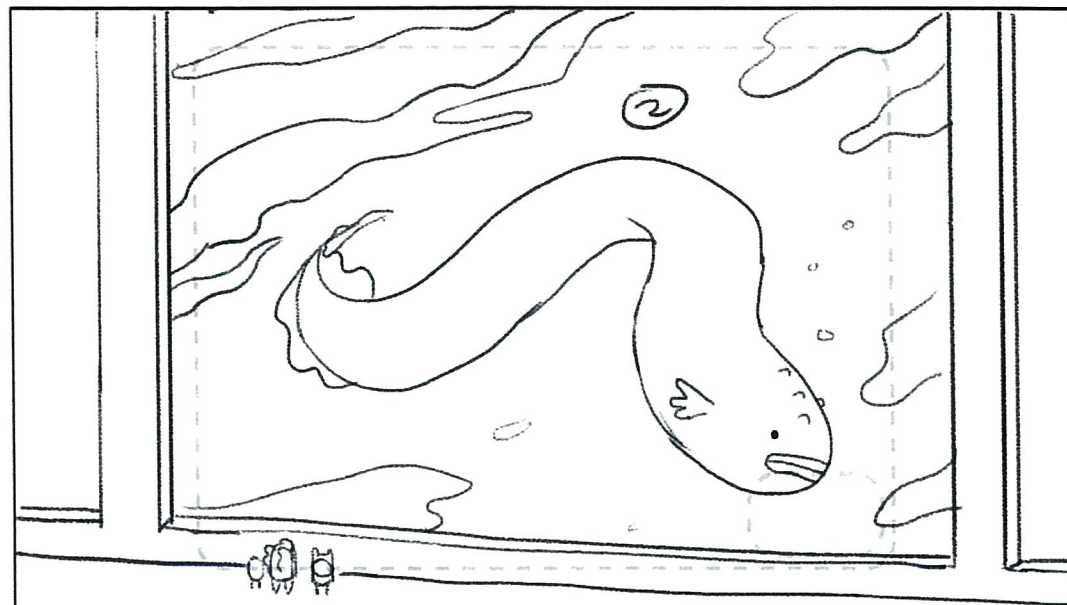


Sc. 82

Pnl. B

Bg.

day night



Dialog:

(DG) ♪ When it's dark ♪

Action:

Timing:

EPISODE # 1034-243

Production :

© 2009 The material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

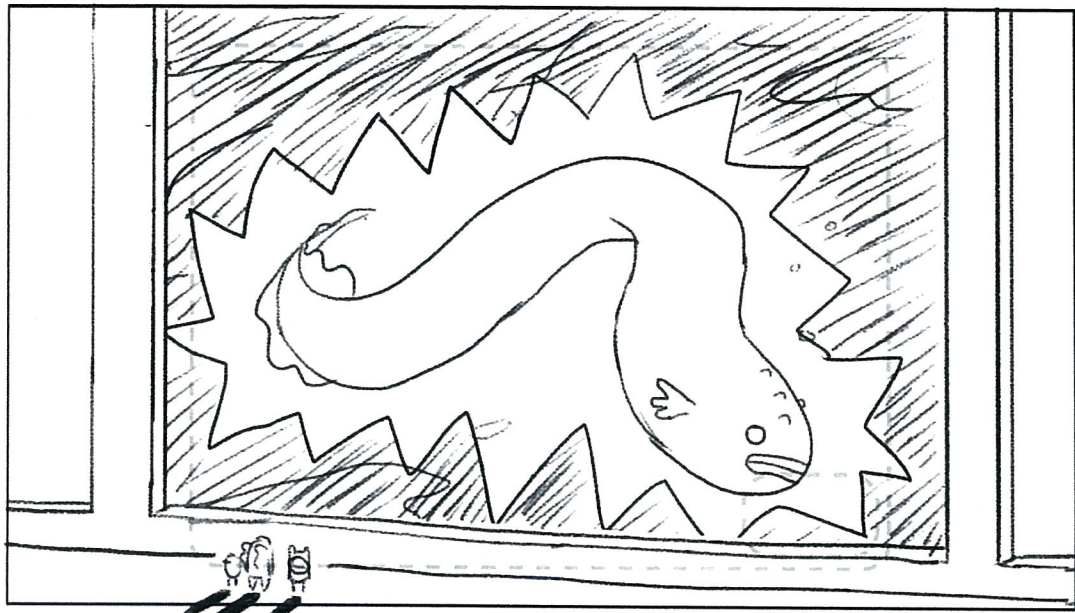


Sc. 82

Pnl. C

Bg.

day night

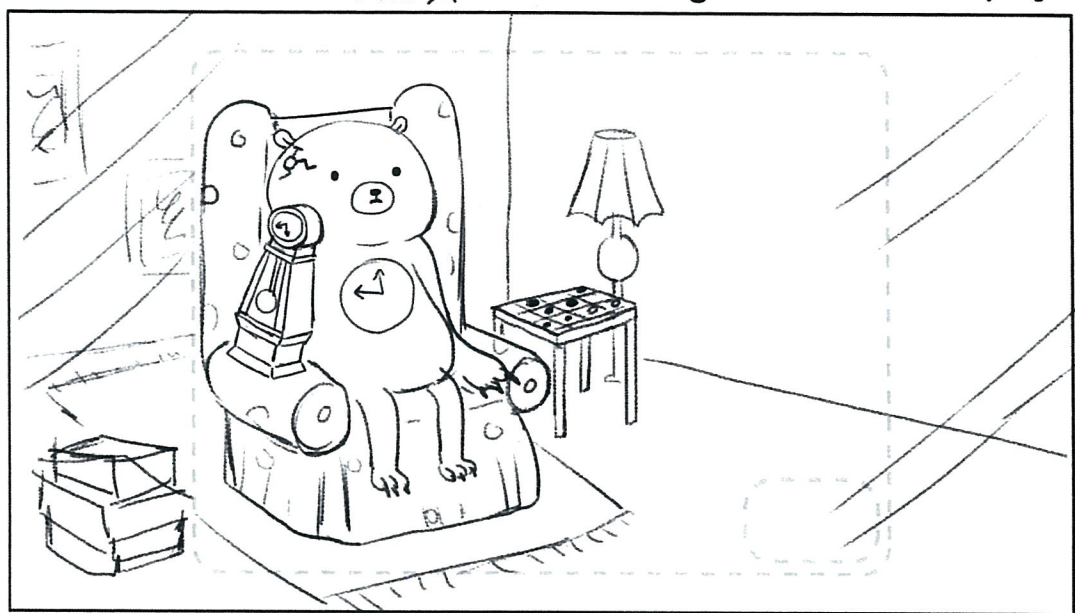


Sc. 83

Pnl. A

Bg.

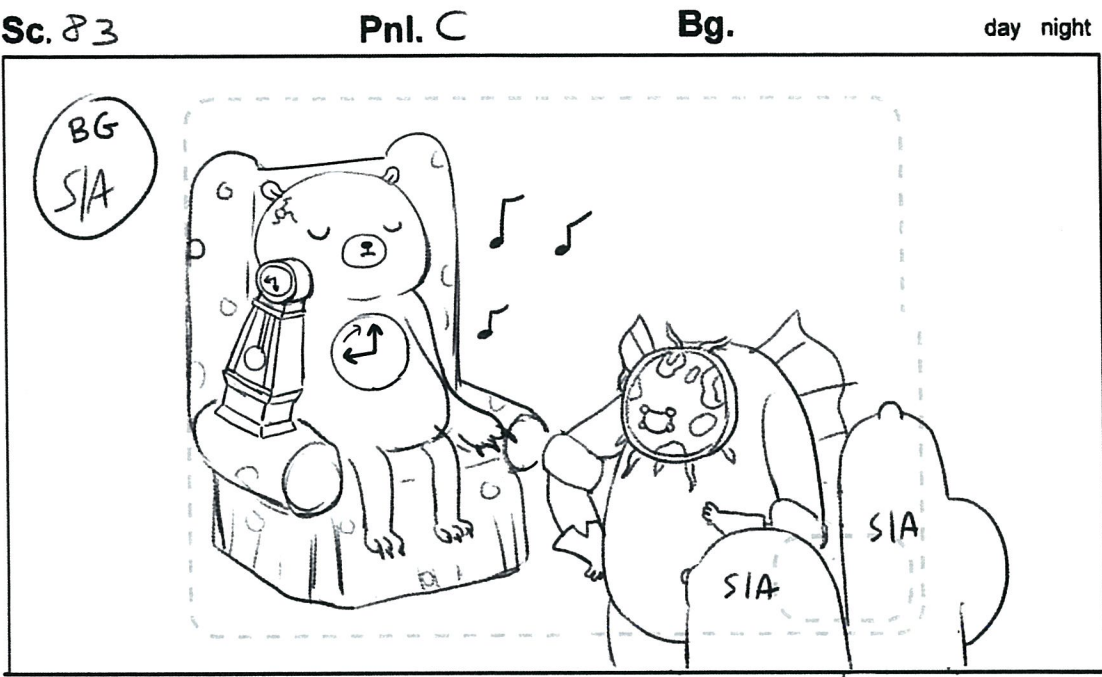
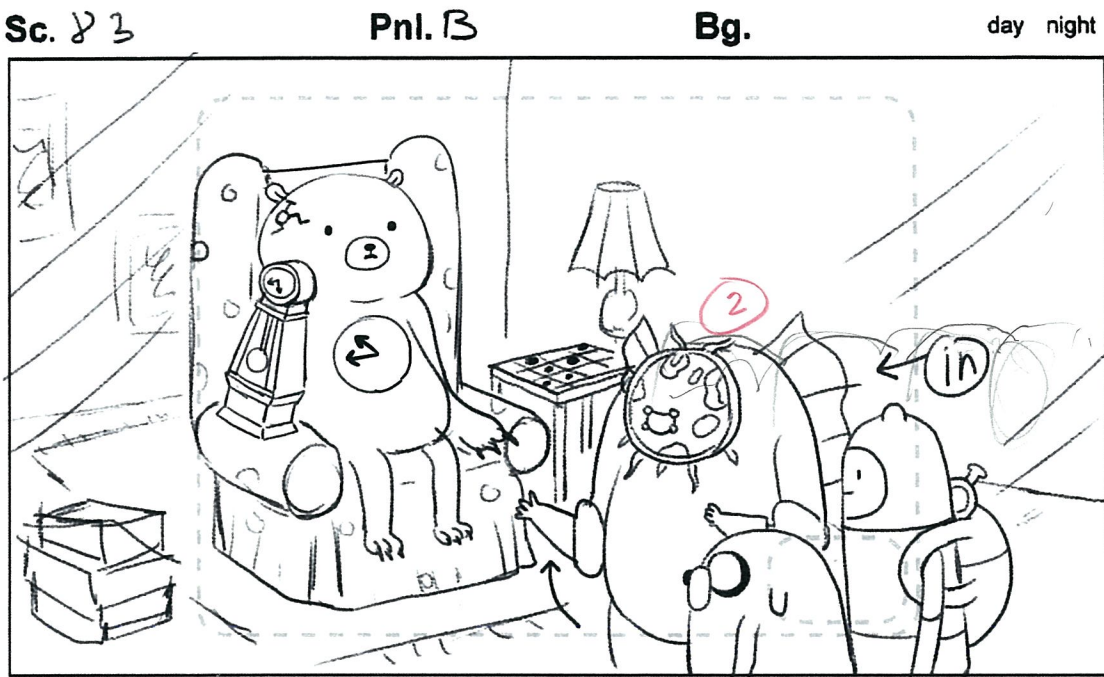
day night



Dialog:	
DG: ♪ that eel's ideal ♪	
Action:	
- DRAGON FEL LIGHTS UP W/ ELECTRICITY	- CLOCK BEAR SITTING IN AN EASY CHAIR.
Timing:	

EPISODE # 1034-243
Production :

ADVENTURE TIME



Dialog:
DG: And one of my best hybrids

Action:

Timing:

DG: A guy that knows what time it is

* Ominous noisy chime *

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

EPISODE # 1034-243

Production :

ADVENTURE TIME

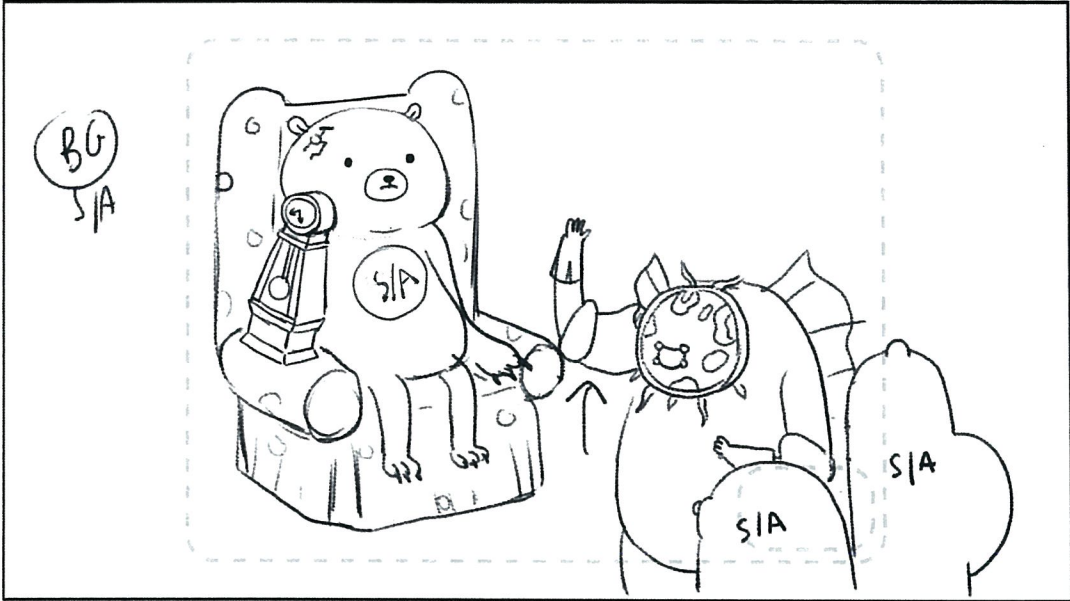


Sc. 23

Pnl. D

Bg.

day night

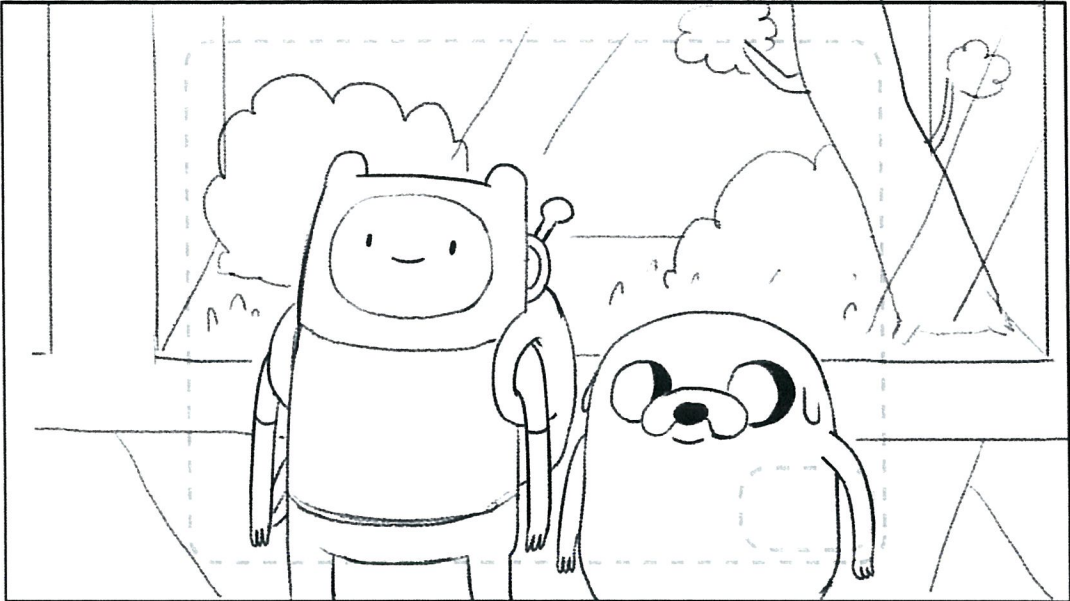


Sc. 24

Pnl. A

Bg.

day night



Dialog:

SFX: * CHIMES ECHO OUT *

Action:

- Clock flips back around

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME

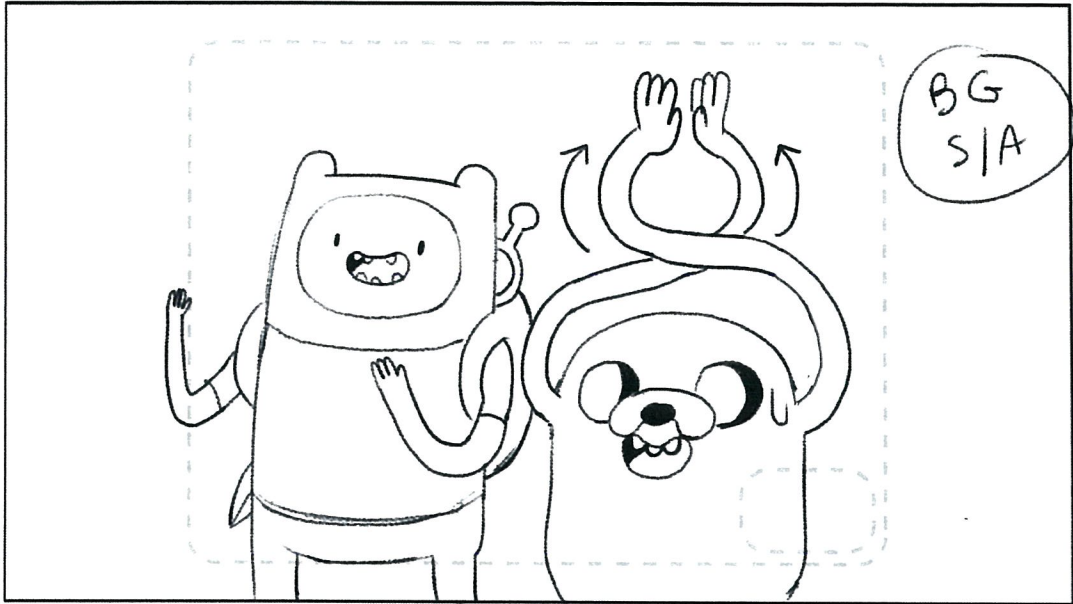


Sc. 84

Pnl. B

Bg.

day night

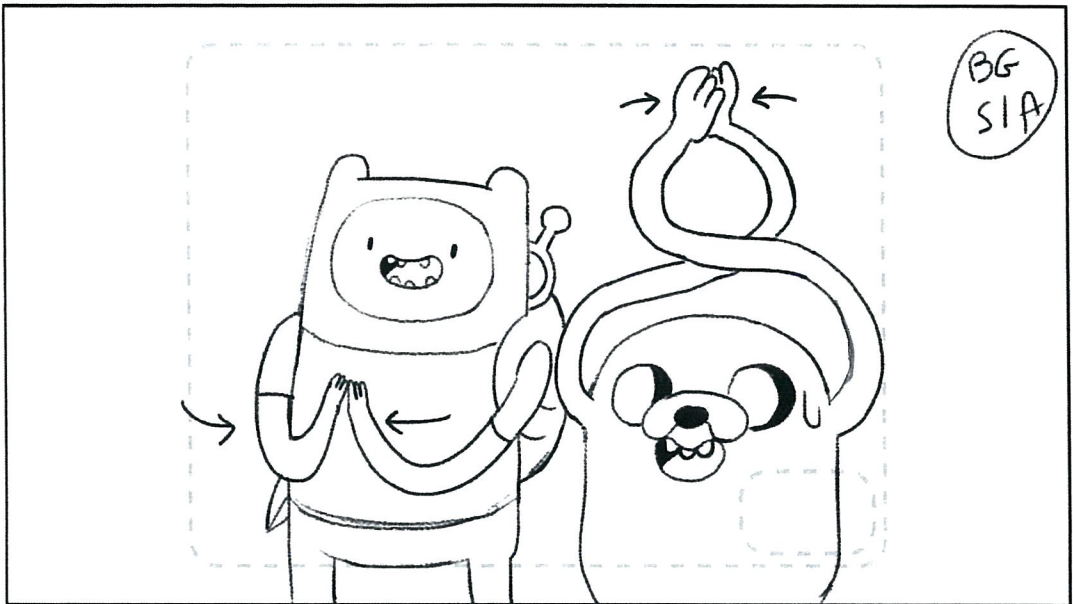


Sc. 84

Pnl. C

Bg.

day night



Dialog:

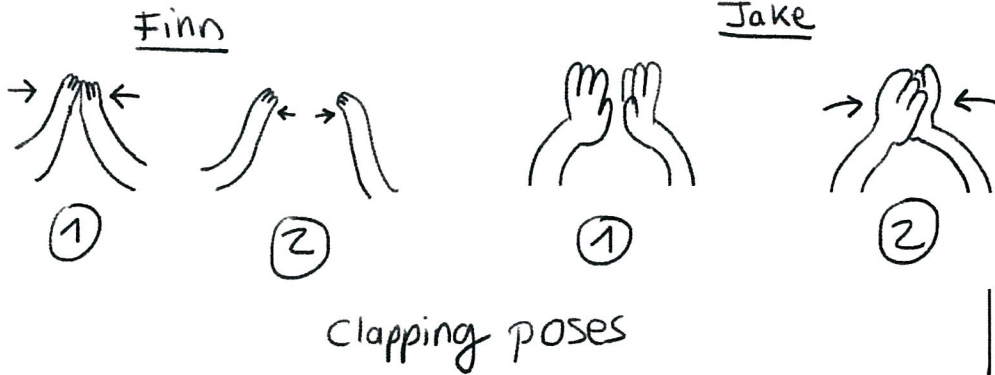
F: Woah!

J: Bravo!

Action:

F + J clap

Timing:



EPISODE # 1034-243

Production :

ADVENTURE TIME

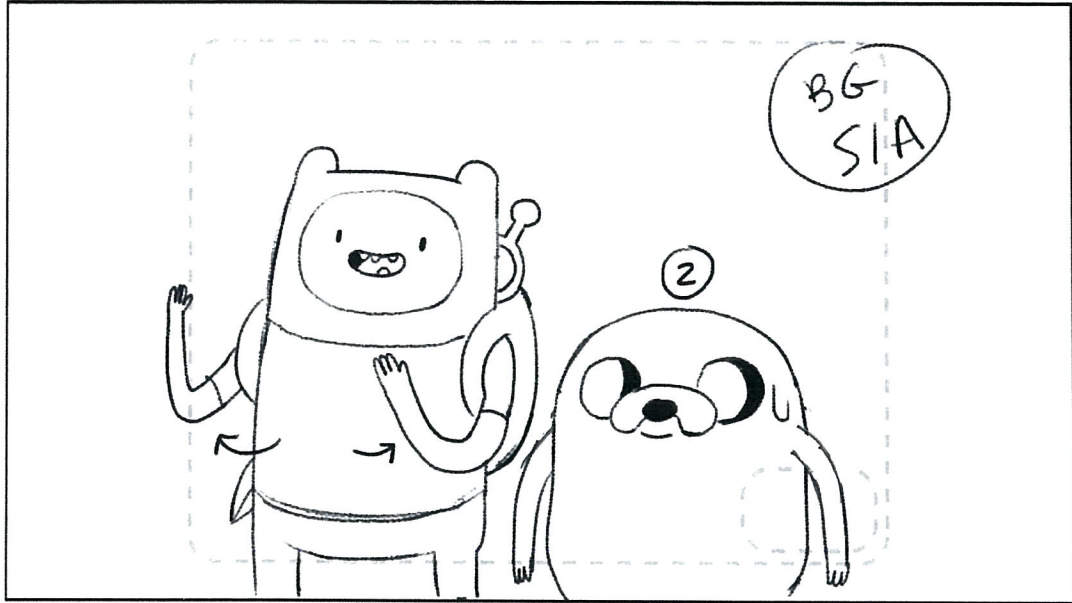


Sc. 84

Pnl. D

Bg.

day night

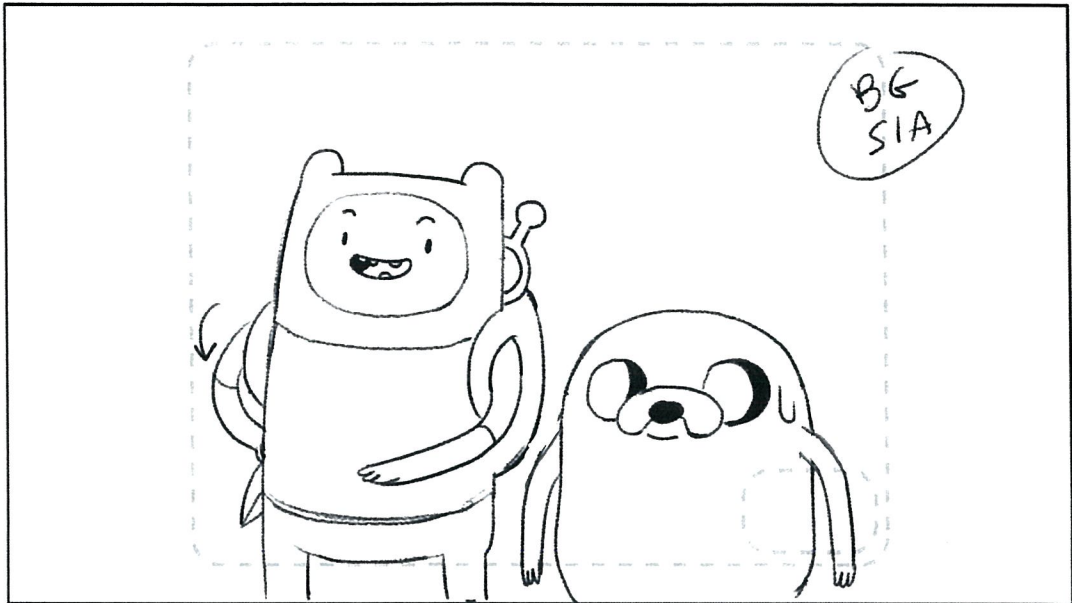


Sc. 84

Pnl. E

Bg.

day night



Dialog:

F: this zoo's amazing!

Action:

Timing:

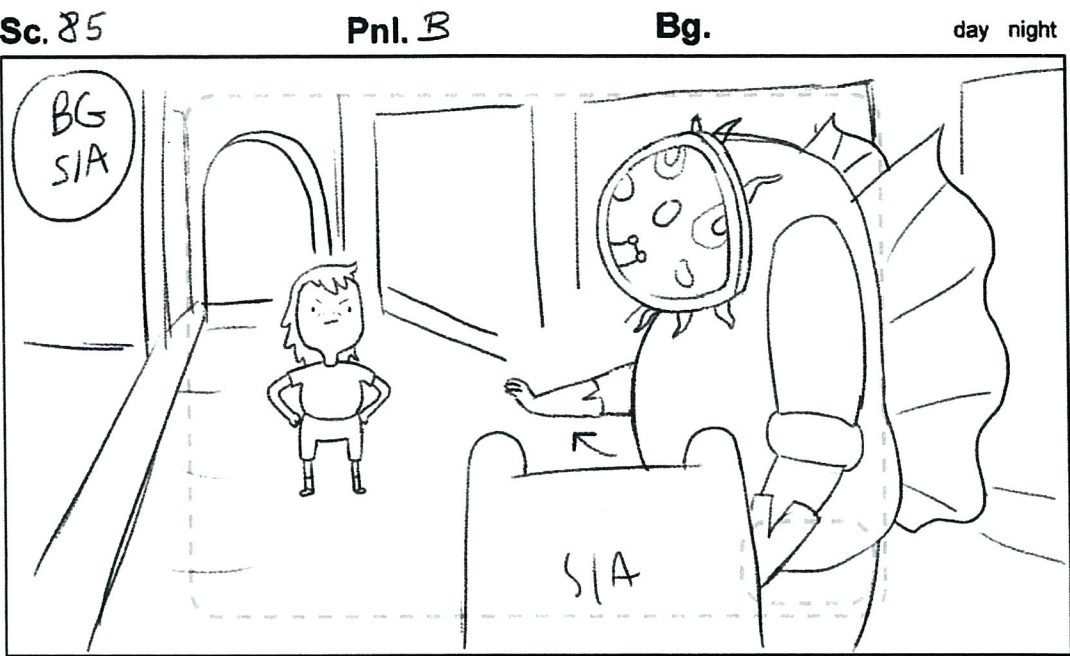
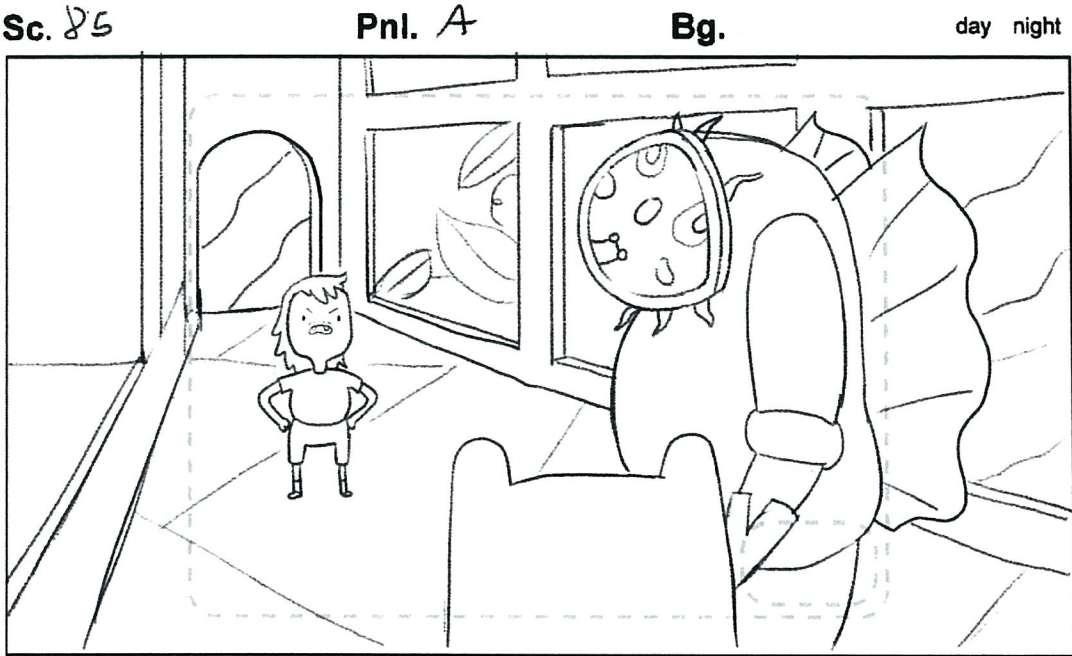


F: got any normal animals like hummingbird, or bats?

EPISODE # 1034-243

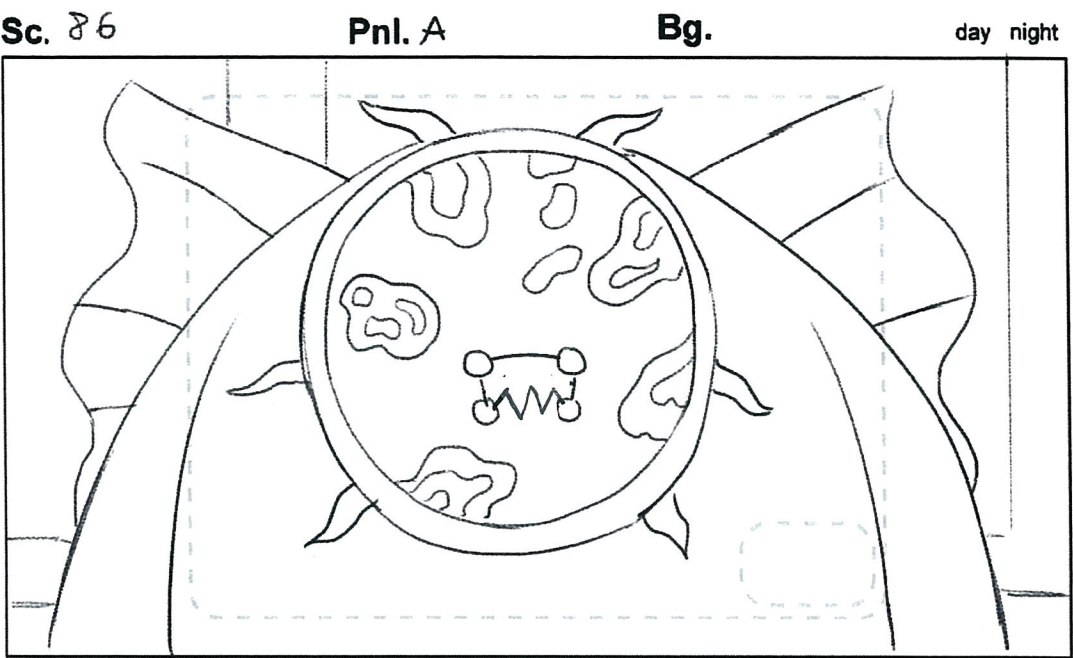
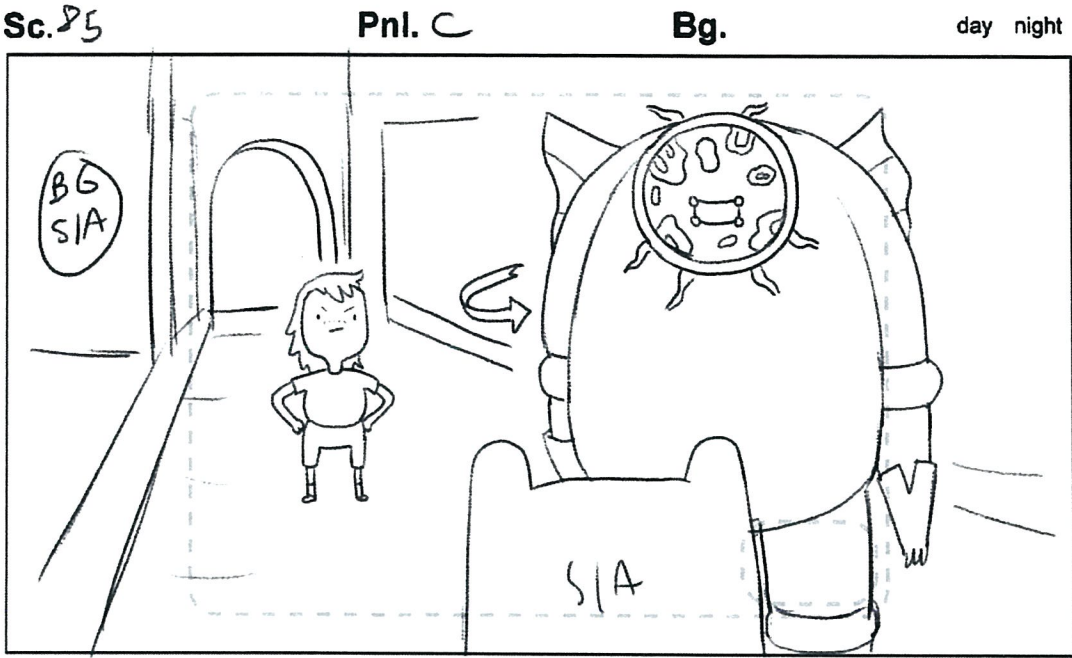
Production :

ADVENTURE TIME



Dialog:	I: This isn't a zoo, zoo -nerd. it's a menagerie.	DG:	That's quite alright.
Action:			
Timing:			

ADVENTURE TIME



<p>Dialog:</p> <p><u>DG</u>: We don't have any non-hybrid animals here, Finn. And even if we did,</p>		<p><u>DG</u>: They'd probably <u>DIE</u>!</p>
<p>Action:</p>		
<p>Timing:</p>		

ADVENTURE TIME



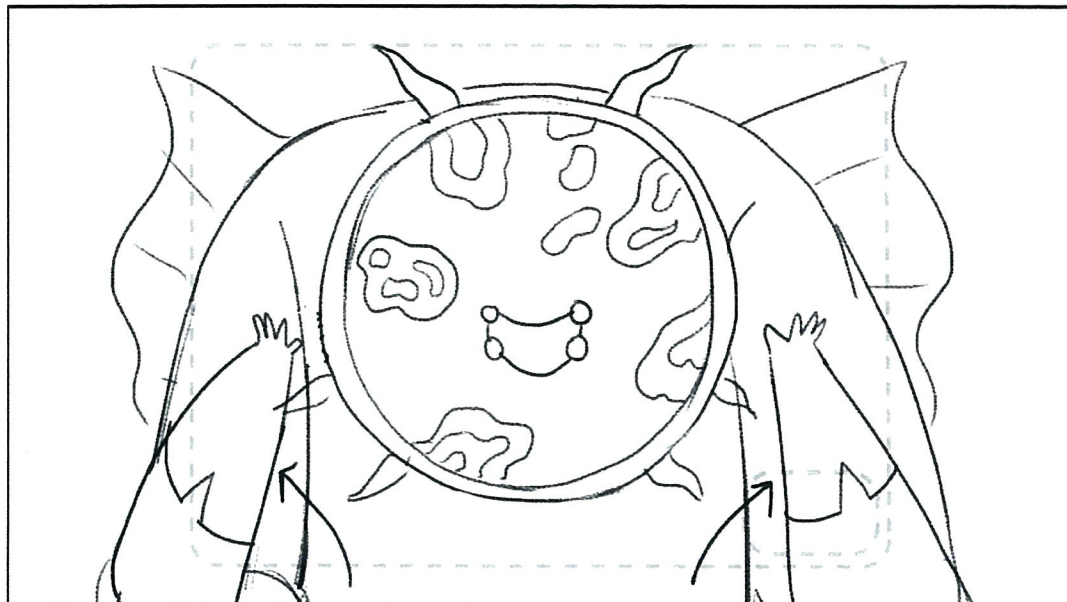
Page 134

Sc. 86

Pnl. B

Bg.

day night

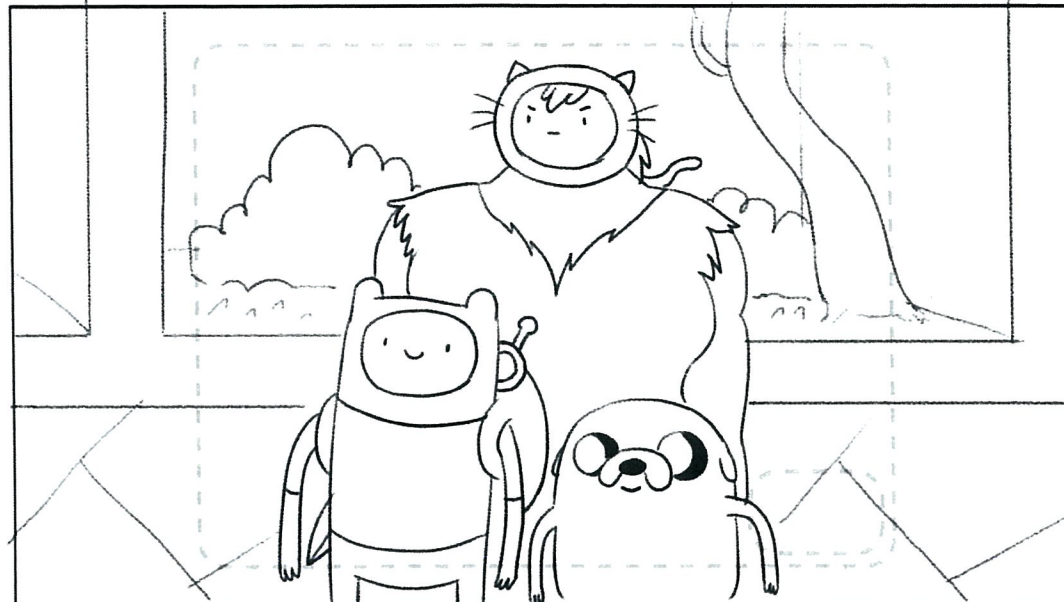


Sc. 87

Pnl. A

Bg.

day night



Dialog:

DG: ... Of envy ! HA-HA-HA

Action:

Timing:

EPISODE # 1034-243

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

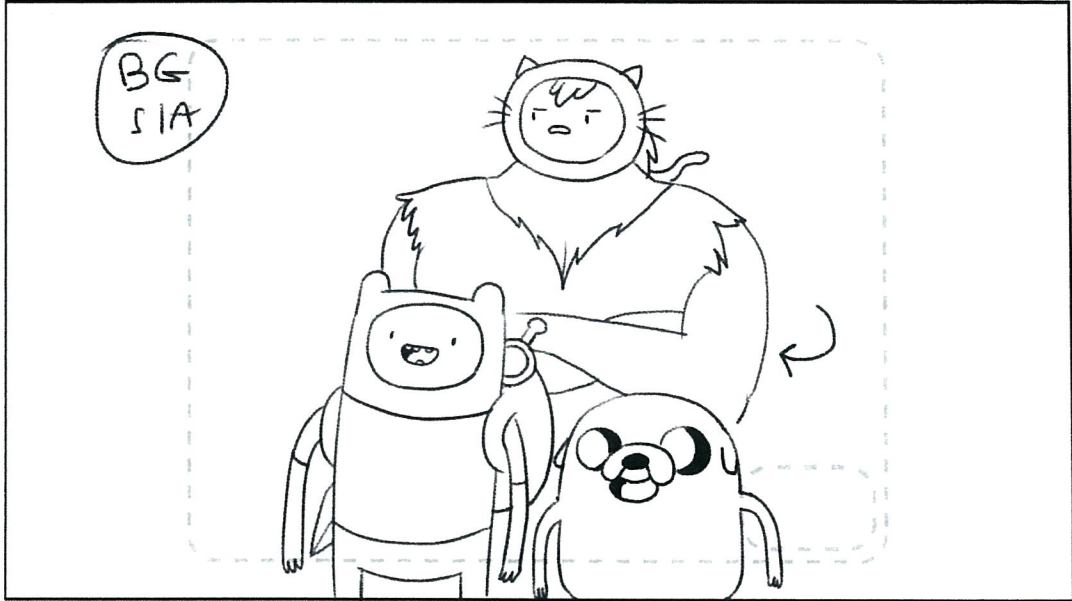


Sc. 87

Pnl. B

Bg.

day night

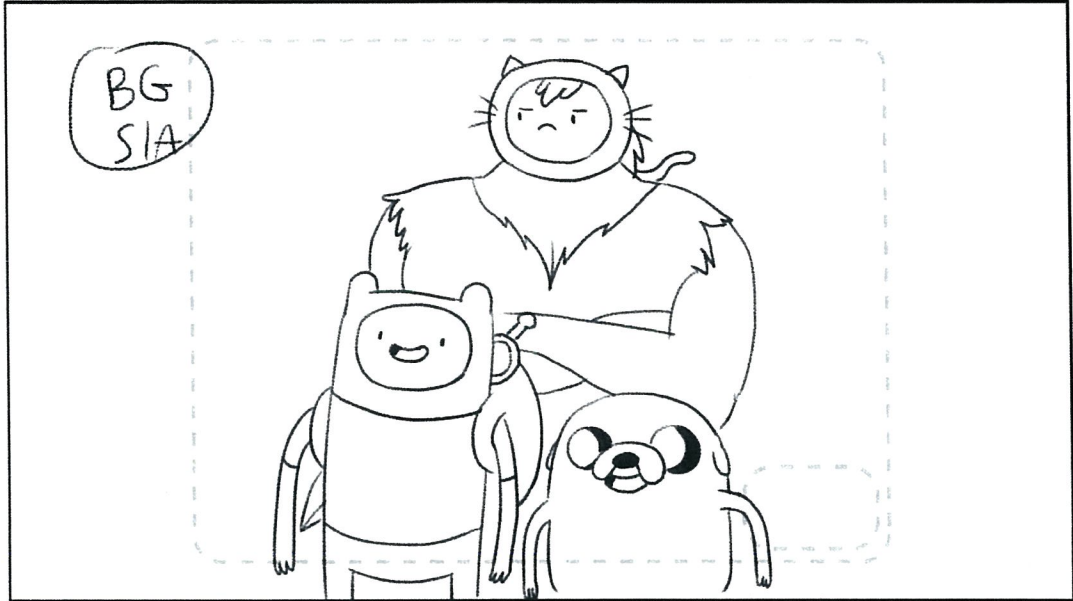


Sc. 87

Pnl. C

Bg.

day night



Dialog:	F+J : Hahaha
Action:	
Timing:	

EPISODE # 1034-243

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



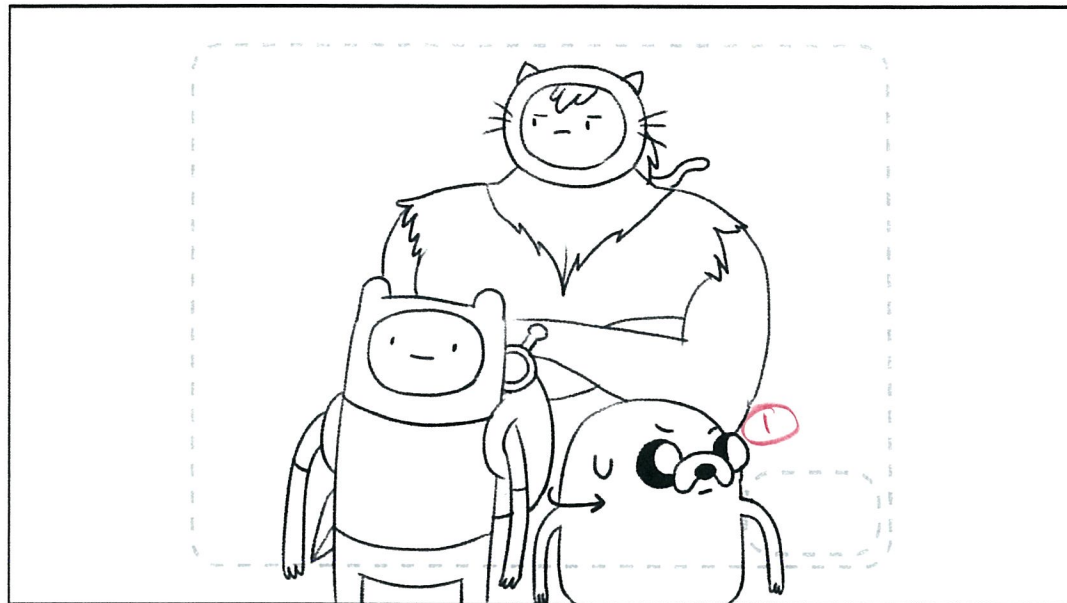
Page 136

Sc. 87

Pnl. D

Bg.

day night

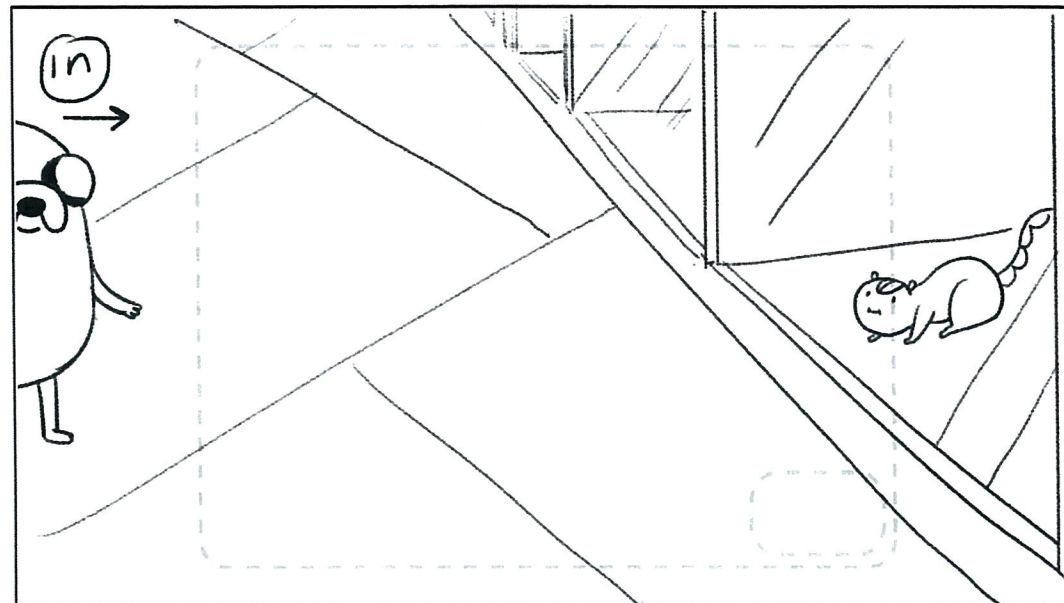


Sc. 88

Pnl. A

Bg.

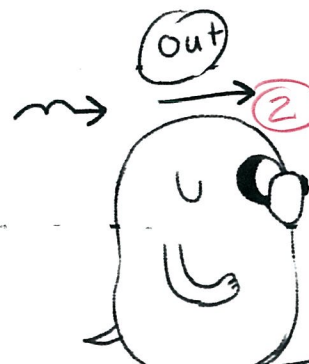
day night



Dialog:

(O.S. sound) * Tack Tack Tack *

Action:



Timing:

- J, WALKS ON/S.

EPISODE # 1034-243

Production :

ADVENTURE TIME

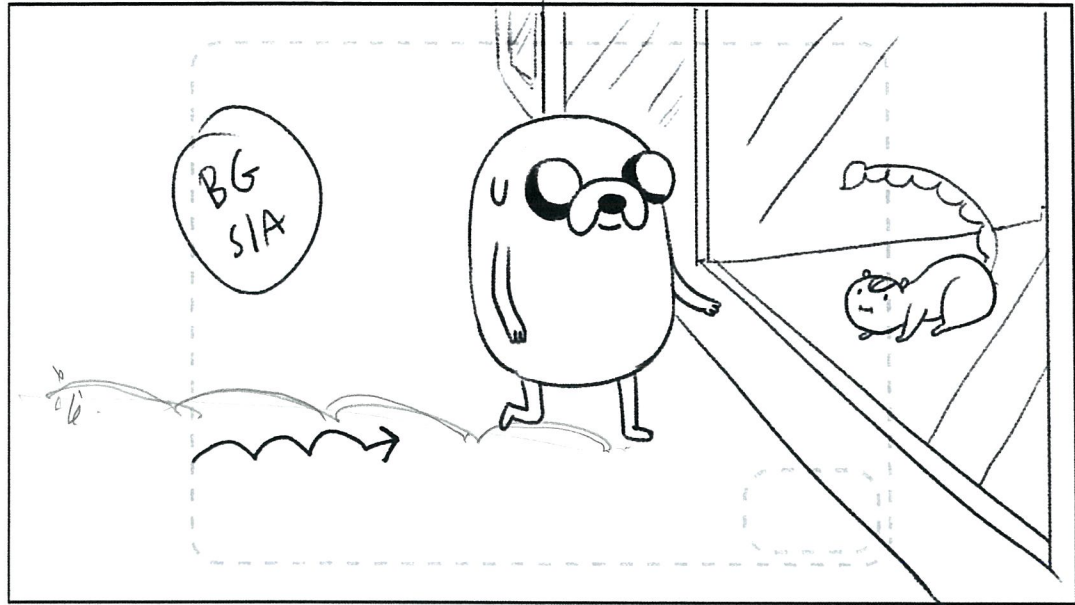


Sc. 88

Pnl. B

Bg.

day night

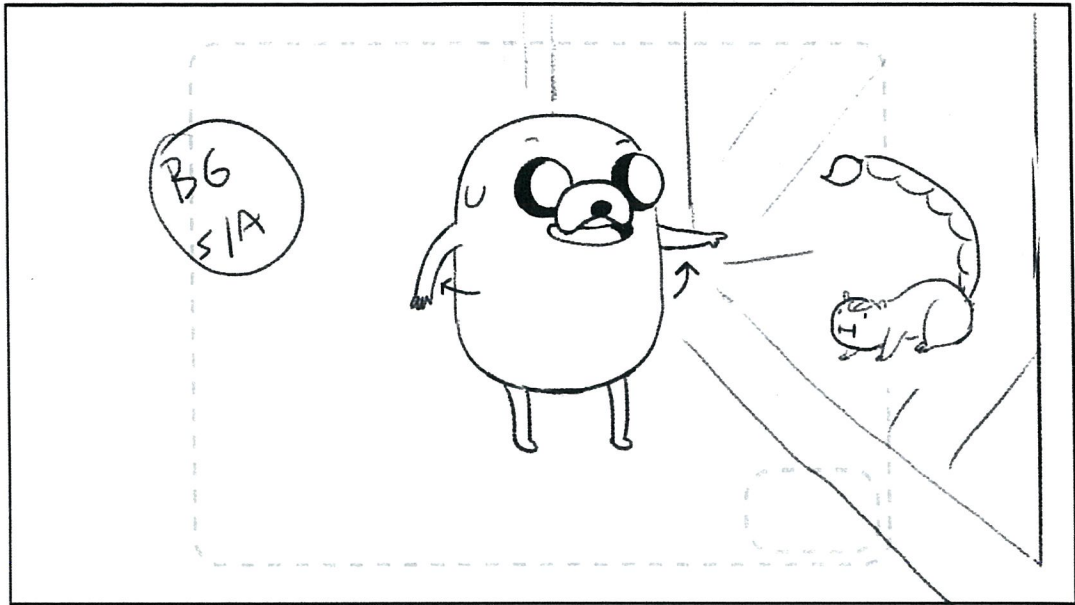


Sc. 88

Pnl. C

Bg.

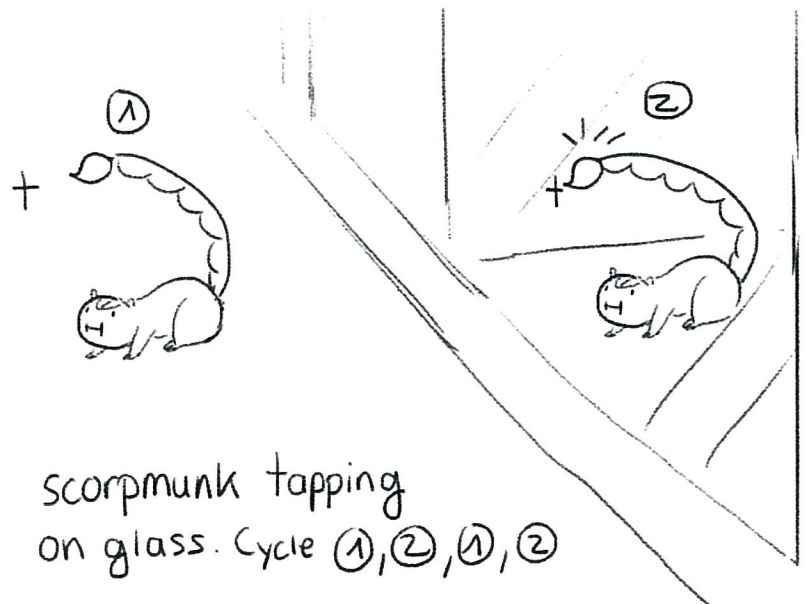
day night



Dialog:

Action:

Timing:



J: what's this guy's deal?

Four horizontal lines for writing dialogue.

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

EPISODE # 1034-243

Production :

ADVENTURE TIME



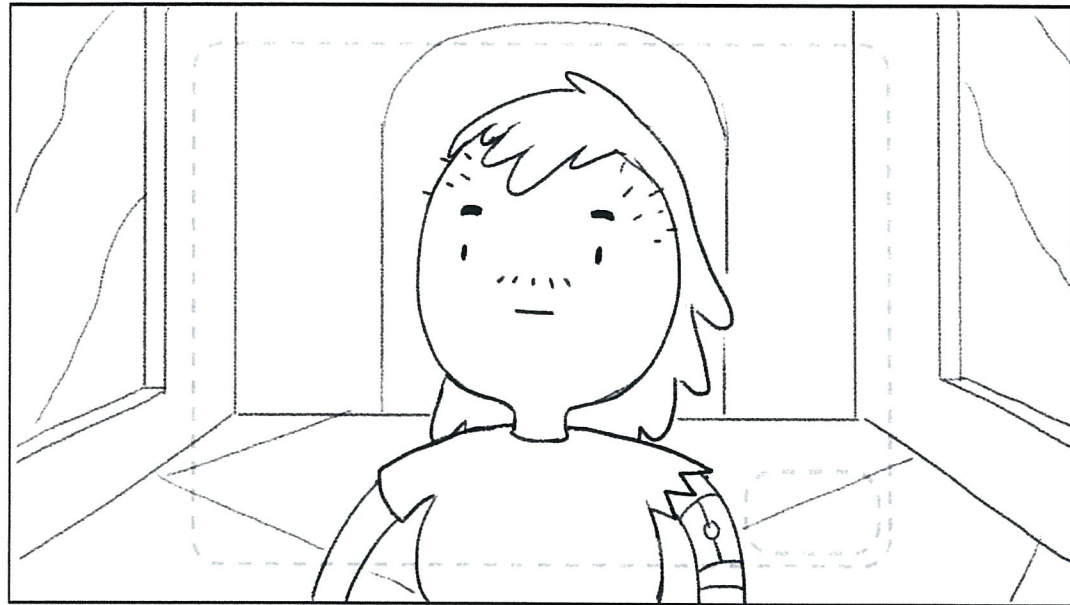
Page 138

Sc. 29

Pnl. A

Bg.

day night

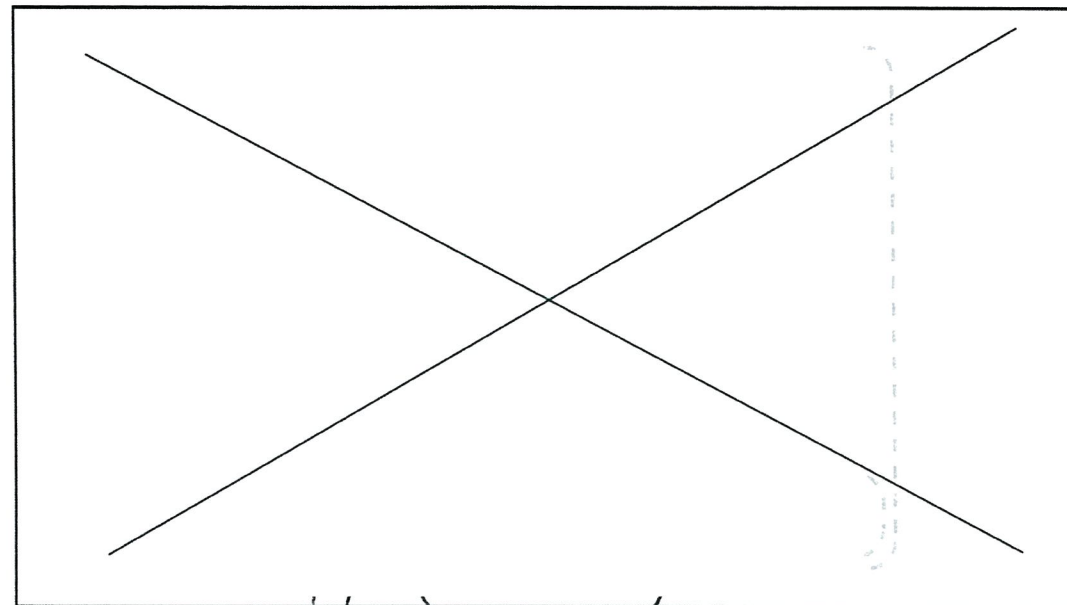


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # **1034-243**

Production :

© 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night
<div></div>				

Sc. 89	Pnl. B	Bg.	day	night
<div><div>BF SIA</div></div>				

Dialog:	I : that's a scorpunk
Action:	
Timing:	

EPISODE # 1034-243
Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 90

Pnl. A

Bg.

day night

Sc. 90

Pnl. B

Bg.

day night

Dialog:

Action:

Timing:

EPISODE # 1034-243

Production :

ADVENTURE TIME



Sc. 90

Pnl. C

Bg.

day night

Sc. 90

Pnl. D

Bg.

day night

Dialog:	* Butt wiggle *
Action:	
Timing:	

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 90 Pnl. E Bg. day night

Dialog:

Action:

Timing:

(a/s)
J: Hehe, look at you, girl.

ADVENTURE TIME

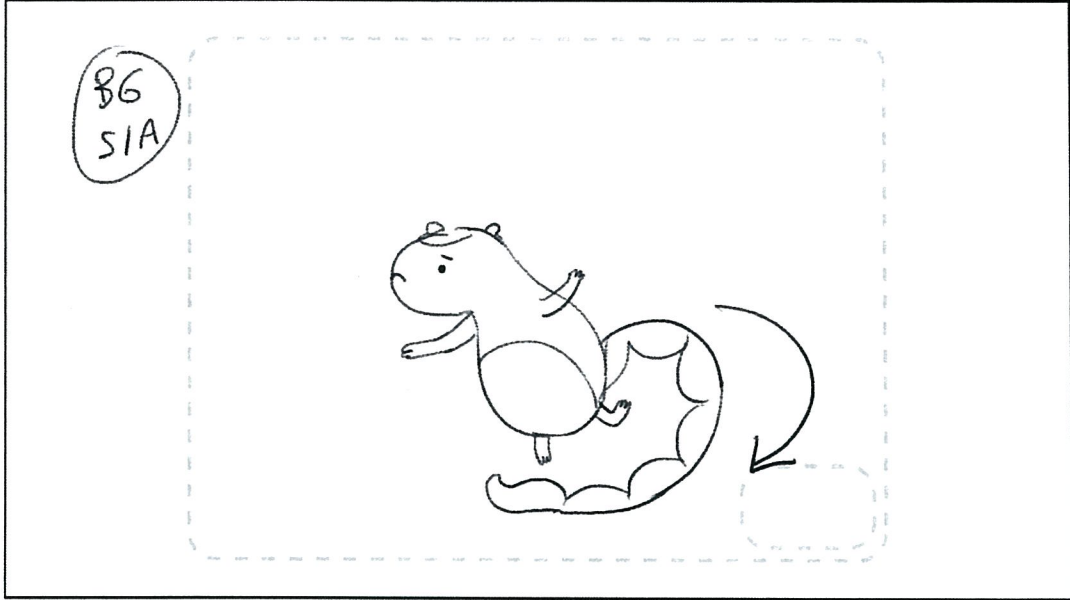


Sc. 90

Pnl. F

Bg.

day night

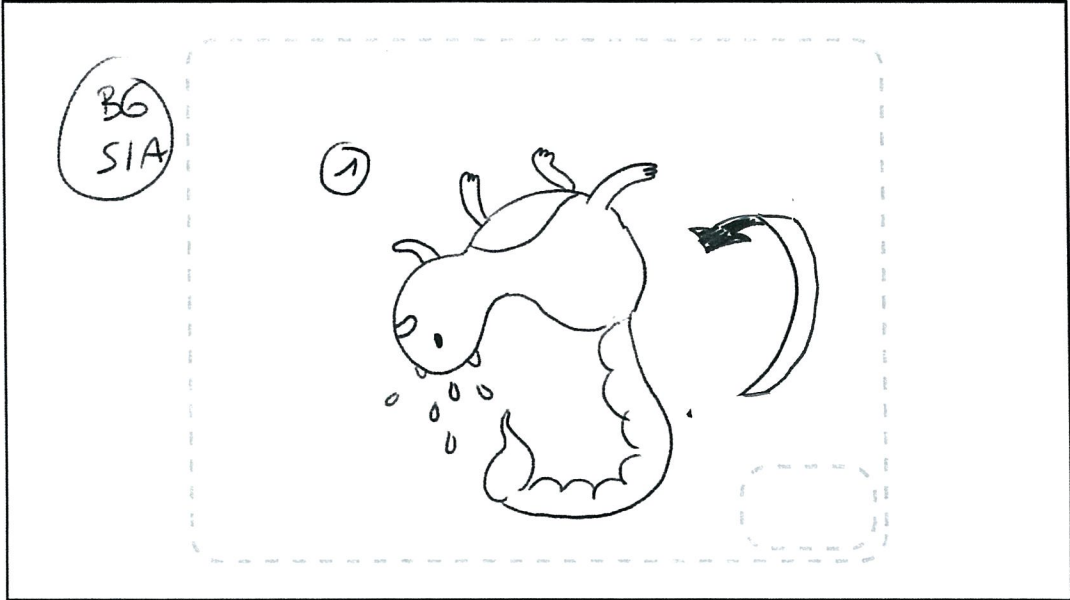


Sc. 90

Pnl. G

Bg.

day night



Dialog:

Action:

Timing:

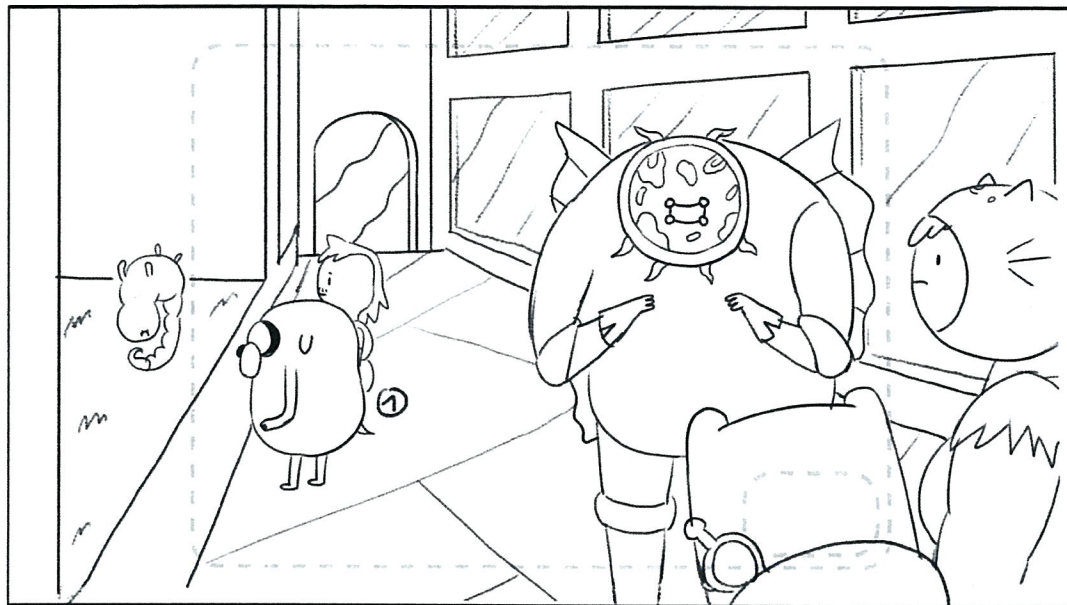


tiny kicks:
alternate ①+②

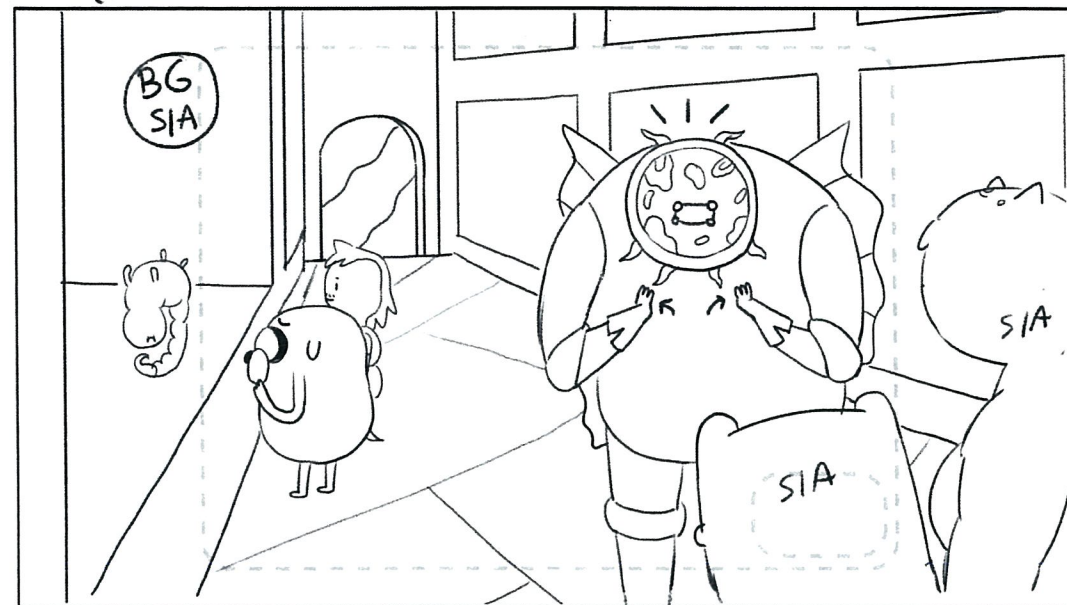
© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Page 144

day night



day night



Dialog: J: Hm, it's almost like it's trying to tell me someth --

DG : Sweet granny! Look at the hour.

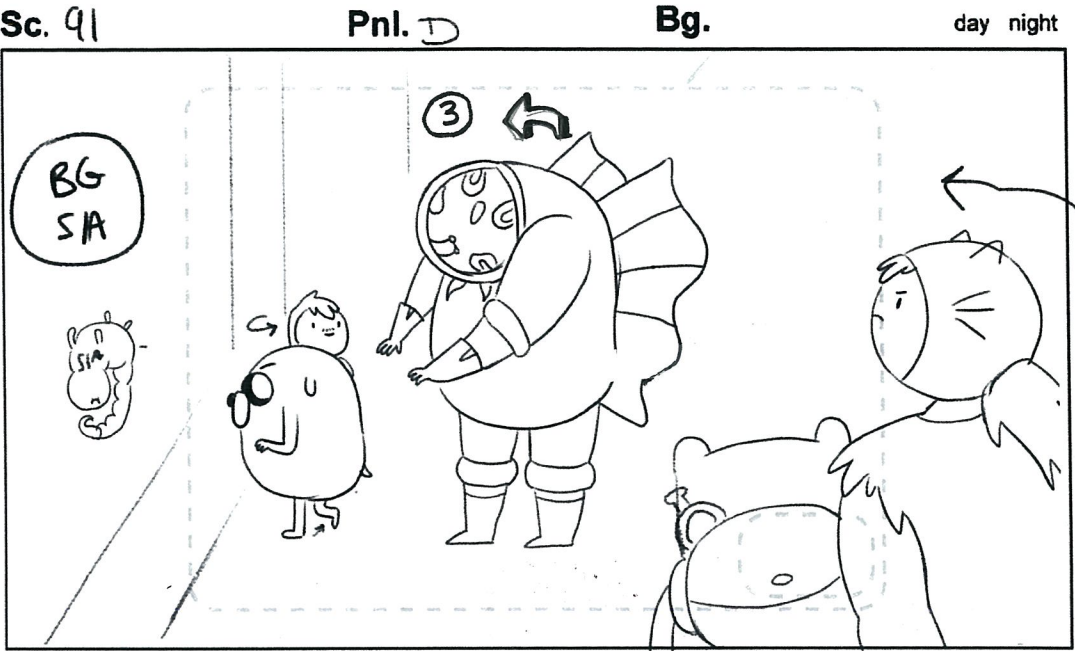
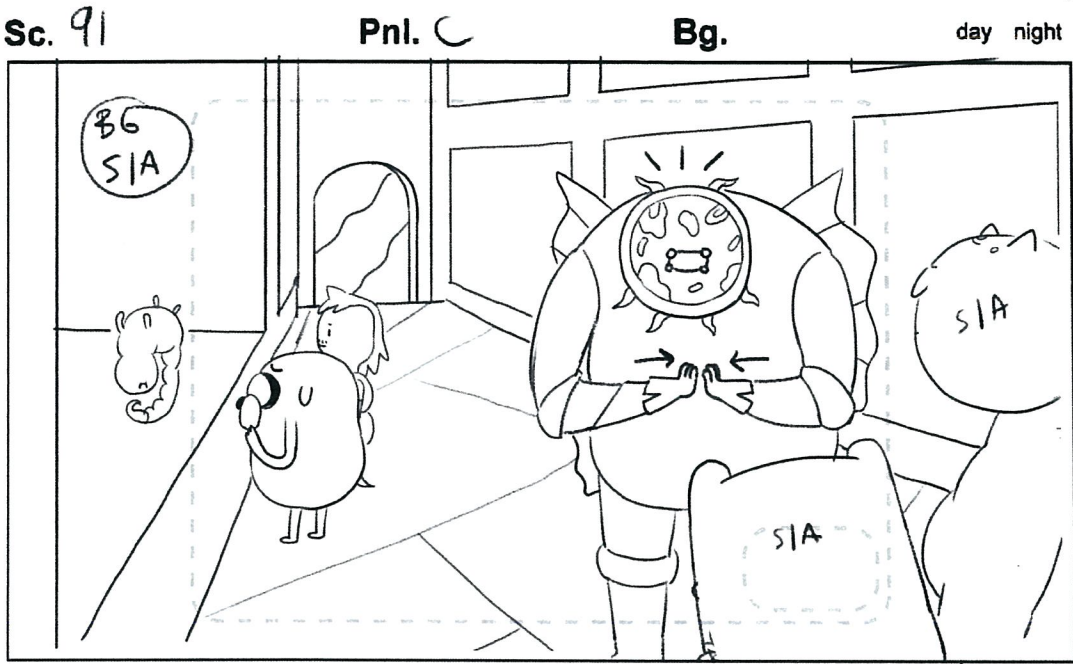
Timing:

DG interrupts Jake

EPISODE # 1034-243

Production :

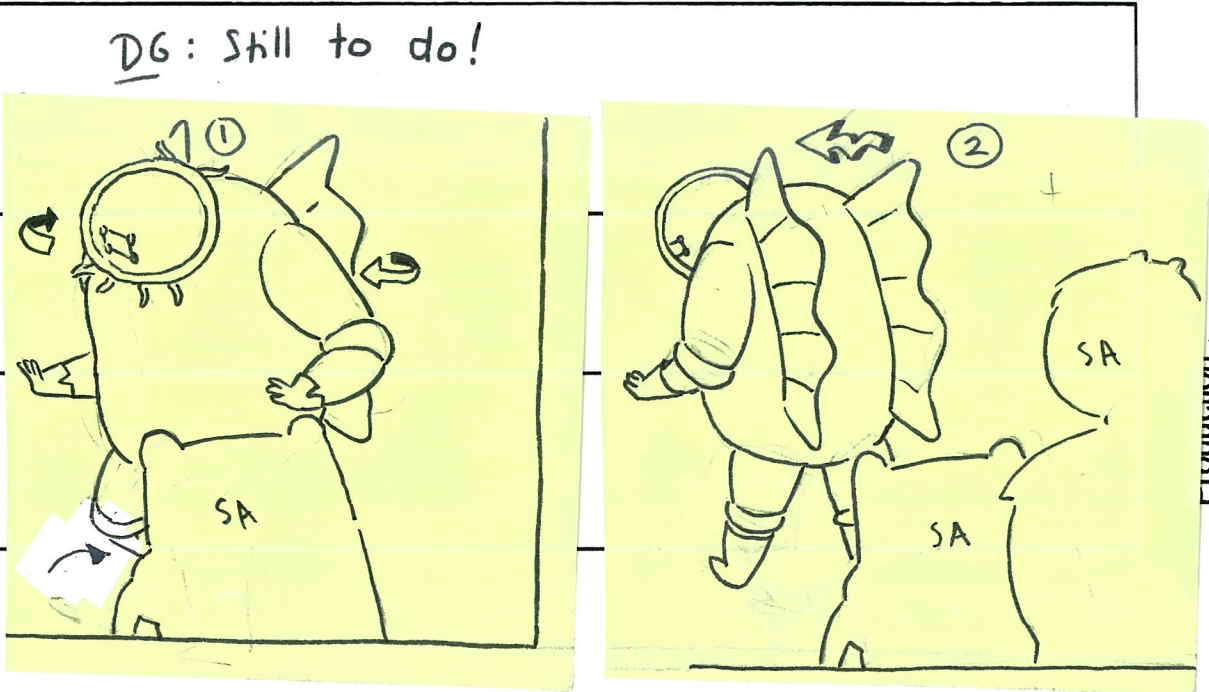
ADVENTURE TIME



Dialog:
DG: There are so very many more wonderful things

Action:

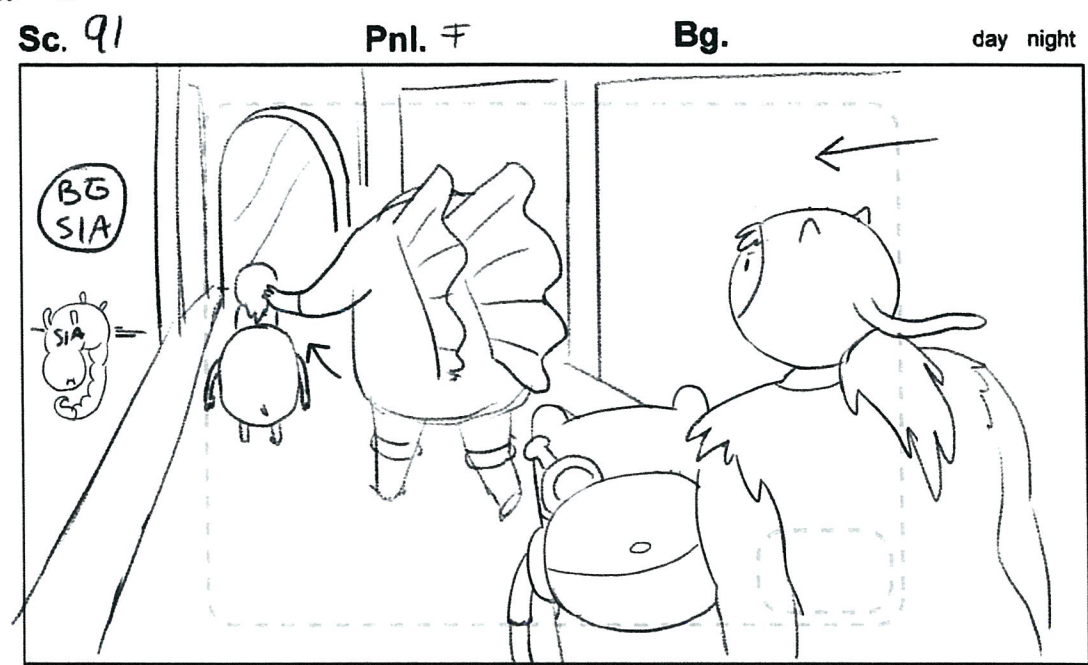
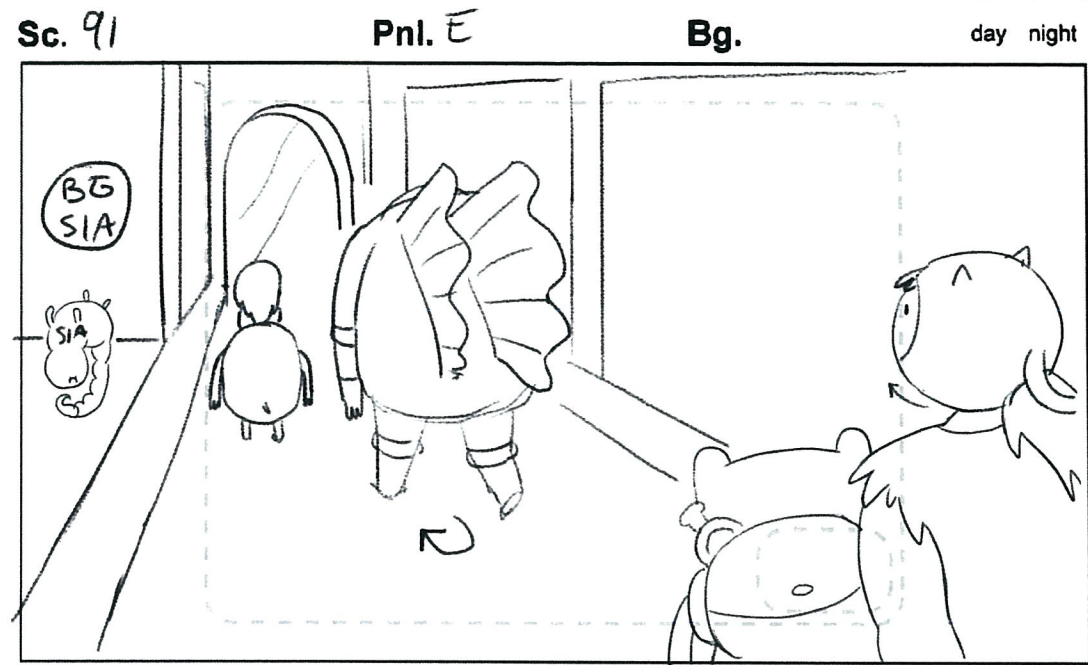
Timing:



EPISODE # 1054-243

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	J: I hope we're going to the snack room.
Action:	
Timing:	

EPISODE # 1034-243
Production :

ADVENTURE TIME



Net page 149

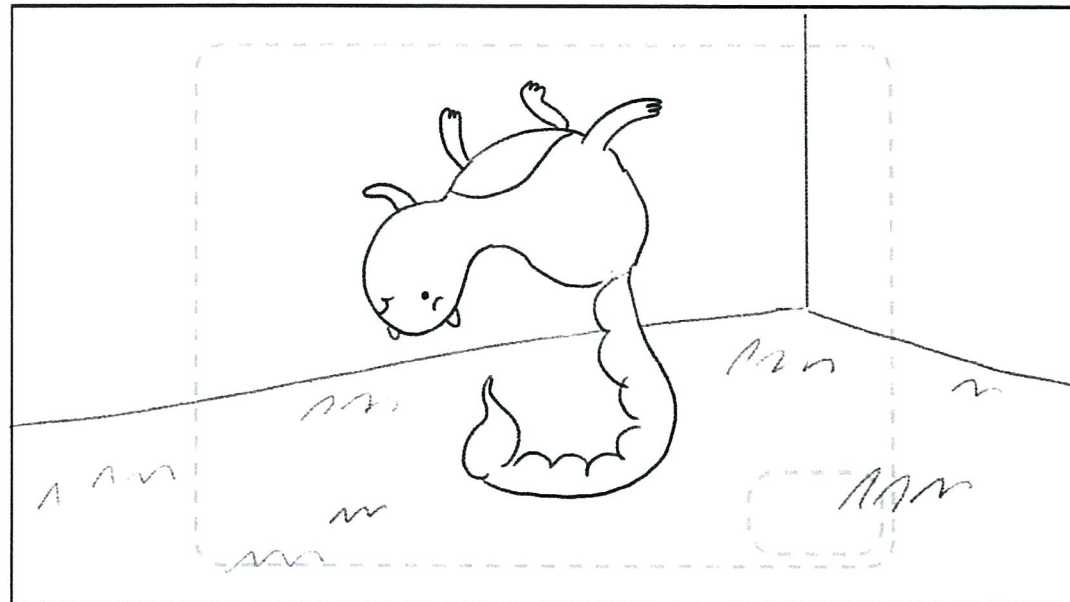
Page 147

Sc. 92

Pnl. A

Bg.

day night

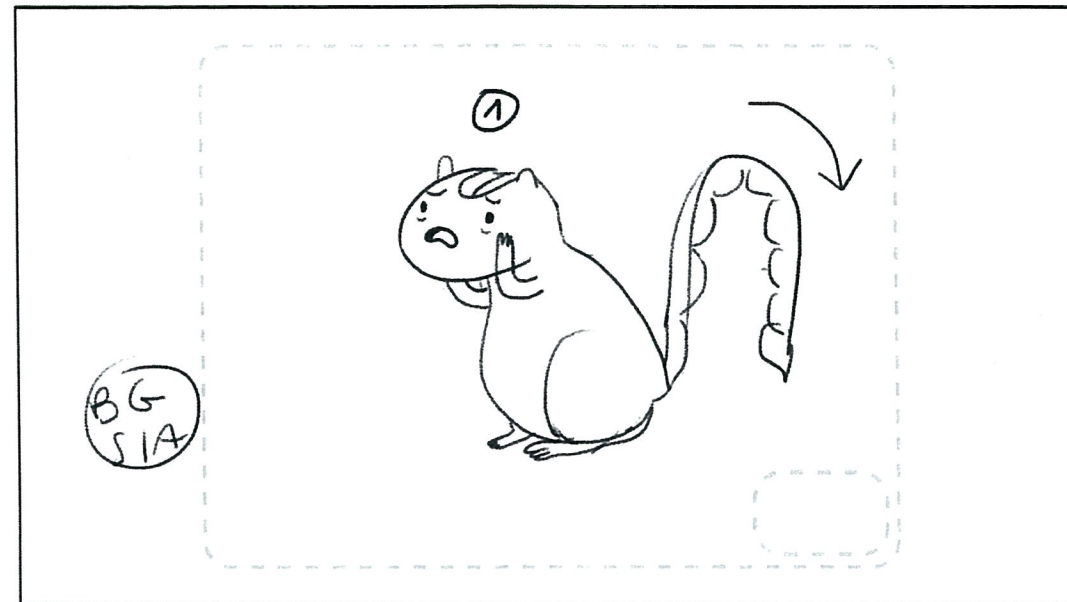


Sc. 92

Pnl. B

Bg.

day night



Dialog:

(0/5)
SFX: * DOORS SHUT *

Action:

Timing:

SCORPMUNK

Jeez, I did my warning dance and everything.



FADE
to Black

EPISODE # 1034-243

Production :

ADVENTURE TIME



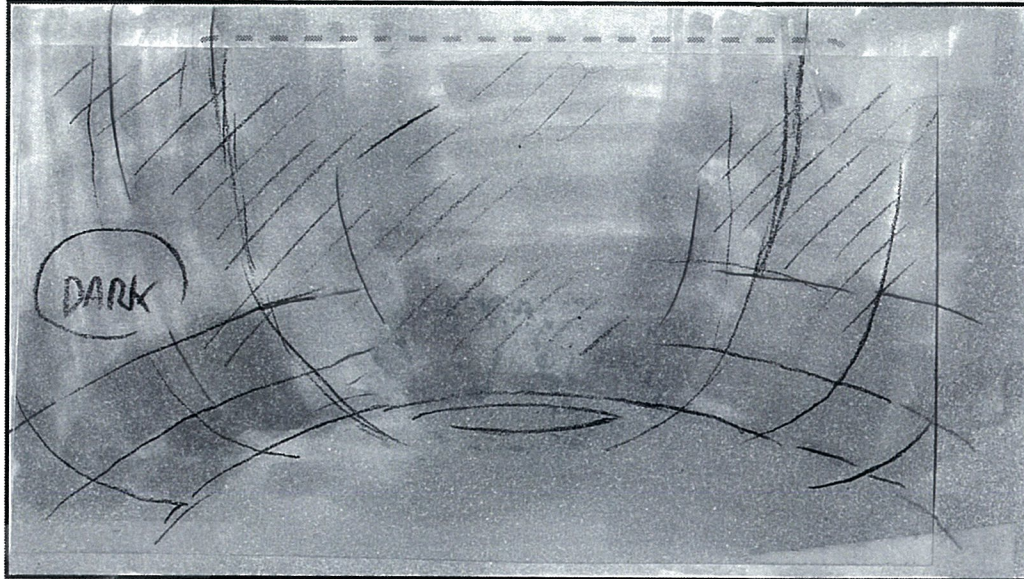
Page 149

Sc. 94

Pnl. A

Bg.

day night

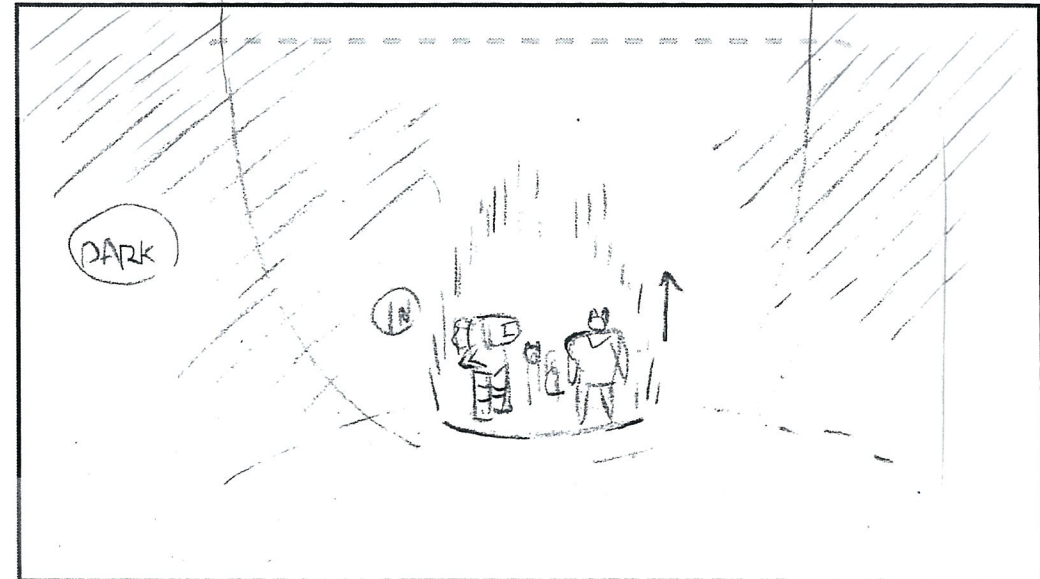


Sc. 94

Pnl. B

Bg.

day night



EPISODE # 1034-243

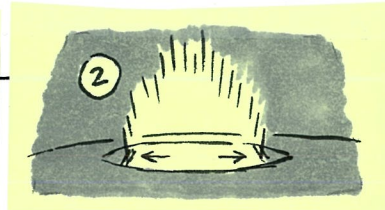
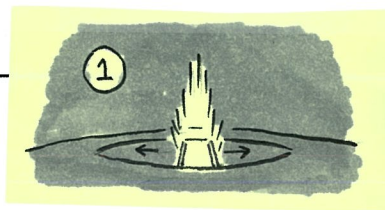
Dialog:

Action:

- INT. PILL-SHAPED CHAMBER

- F.J., SS + DR. G RISE FROM FLOOR
Tiffany

Timing:



DETAIL:
UNDER LIT



ADVENTURE TIME

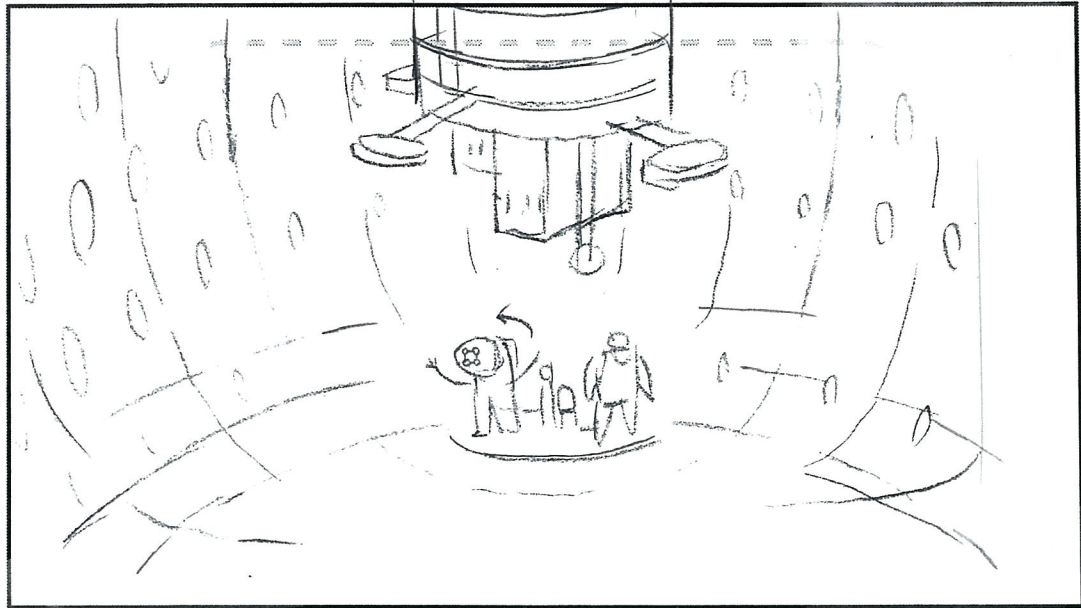


Sc. 94

Pnl. C

Bg.

day night

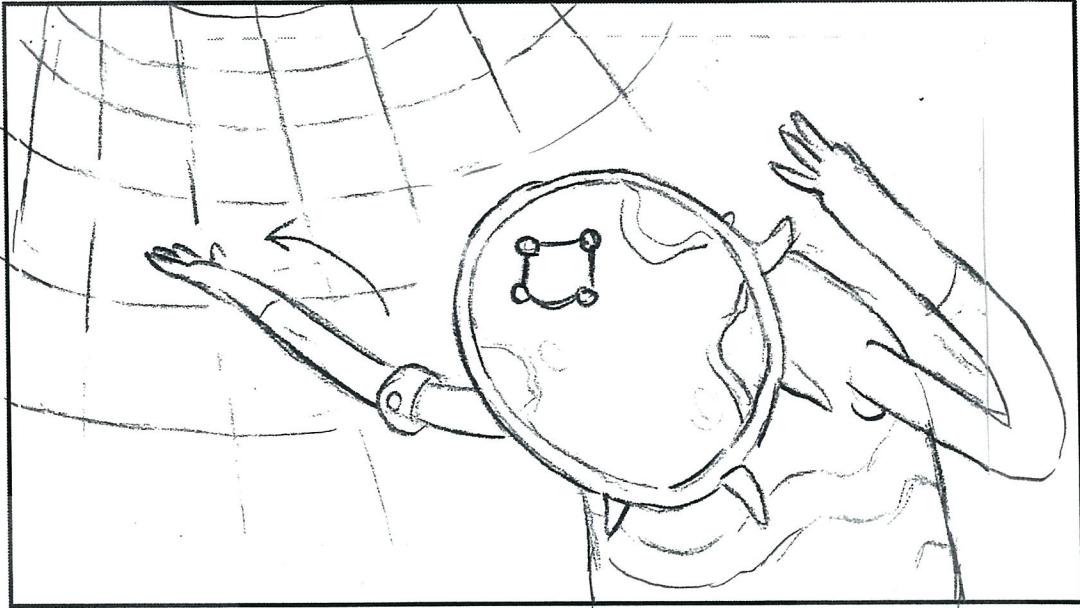


Sc. 95

Pnl. A

Bg.

day night



Dialog:

DR.G: THIS IS THE WONDERFUL
AND AMAZING --

Action:

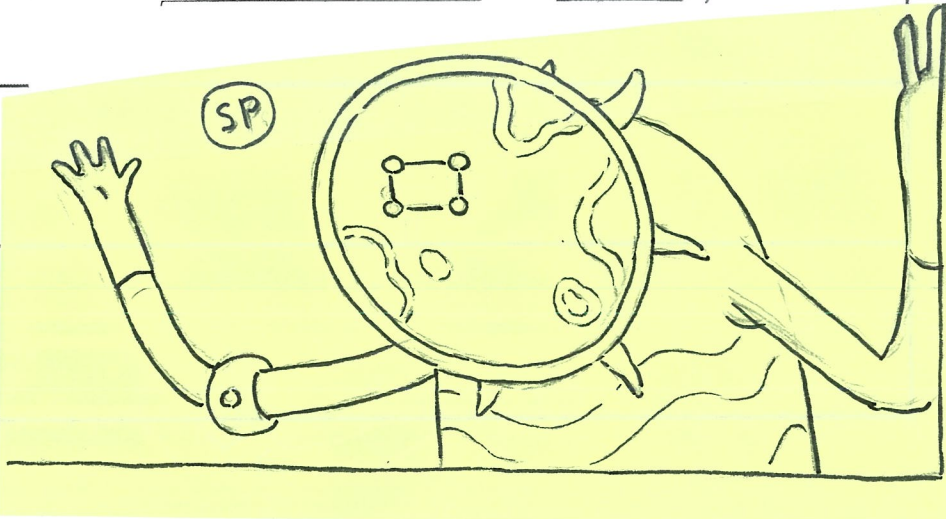
-ASSEMBLY LOWERS FROM CEILING.
-ROOM LIGHTS UP

-DR. G. MAKES
SWEEPING
GESTURE.

Timing:

DR.G:

EXAMINATION ROOM!

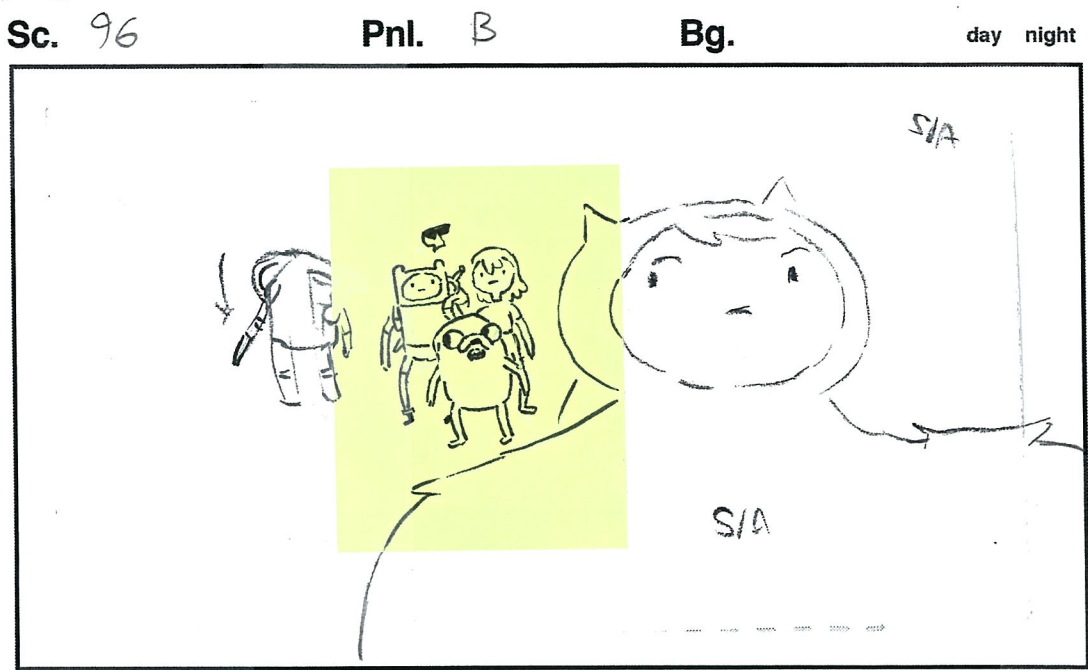
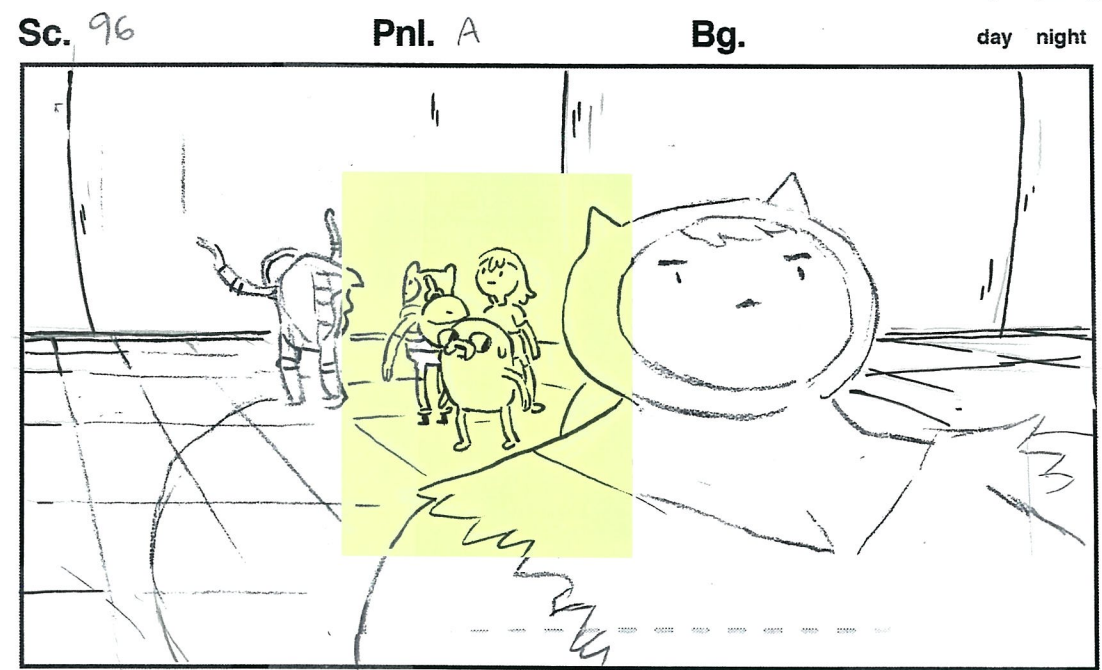


EPISODE # 1034-243

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	<u>J</u> : DIDJA HEAR THAT SUSAN --
Action:	-SUSAN LOOKS WORRIED.
Timing:	

EPISODE # 1034-243

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

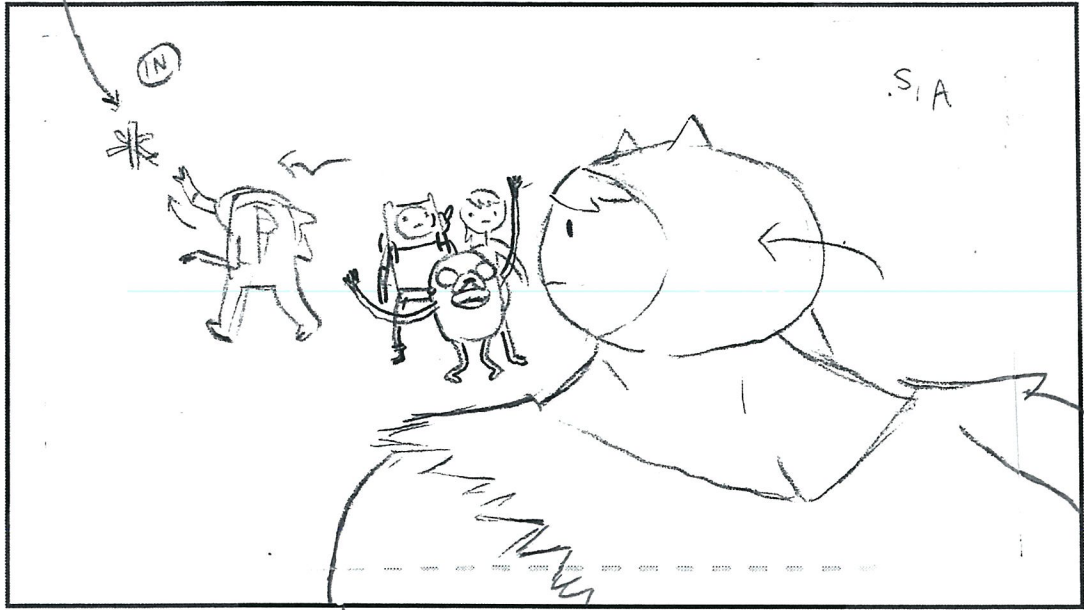


Sc. 96

Pnl. C

Bg.

day night

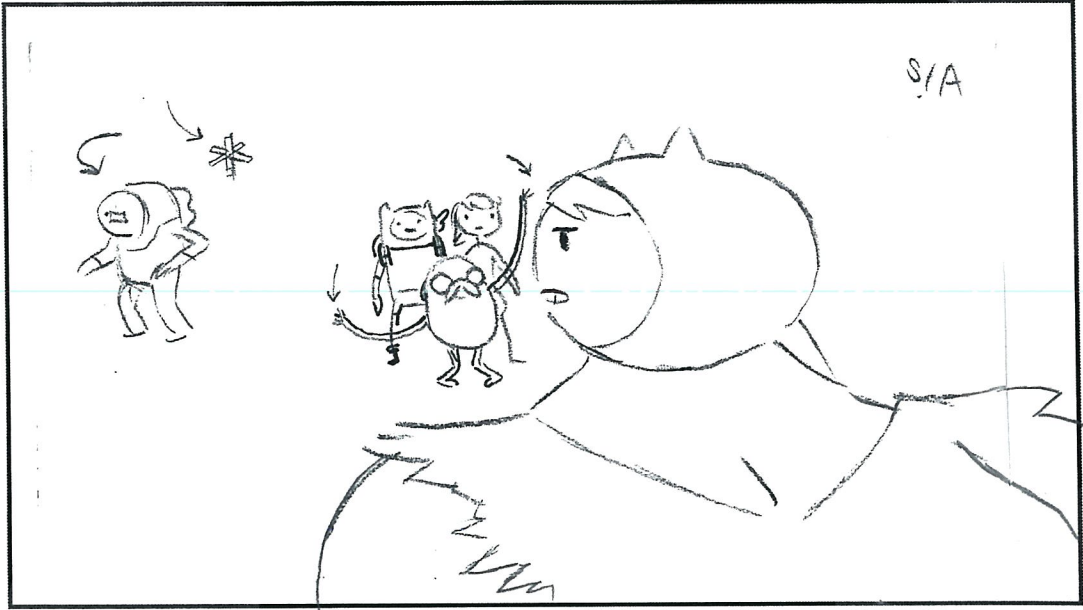


Sc. 96

Pnl. D

Bg.

day night



Dialog:

J: "THE IMAGINATION--"

J: ROOM!"

Action:

- SHAPE FLOATS ON/S TOWARDS DR. G.

-DR.G TURNS.

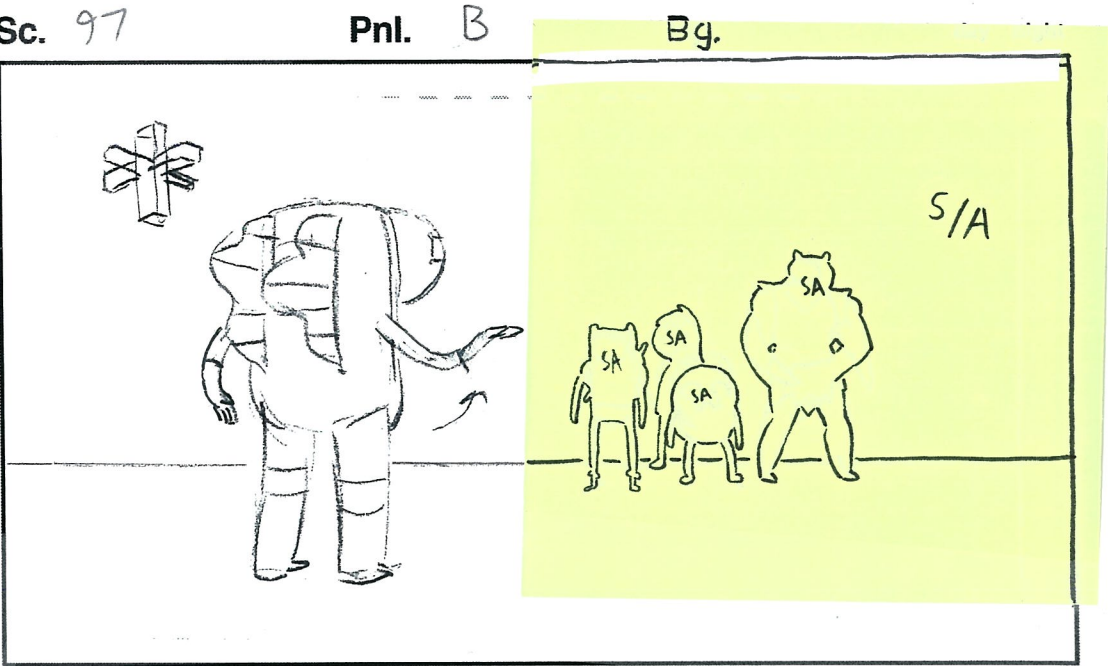
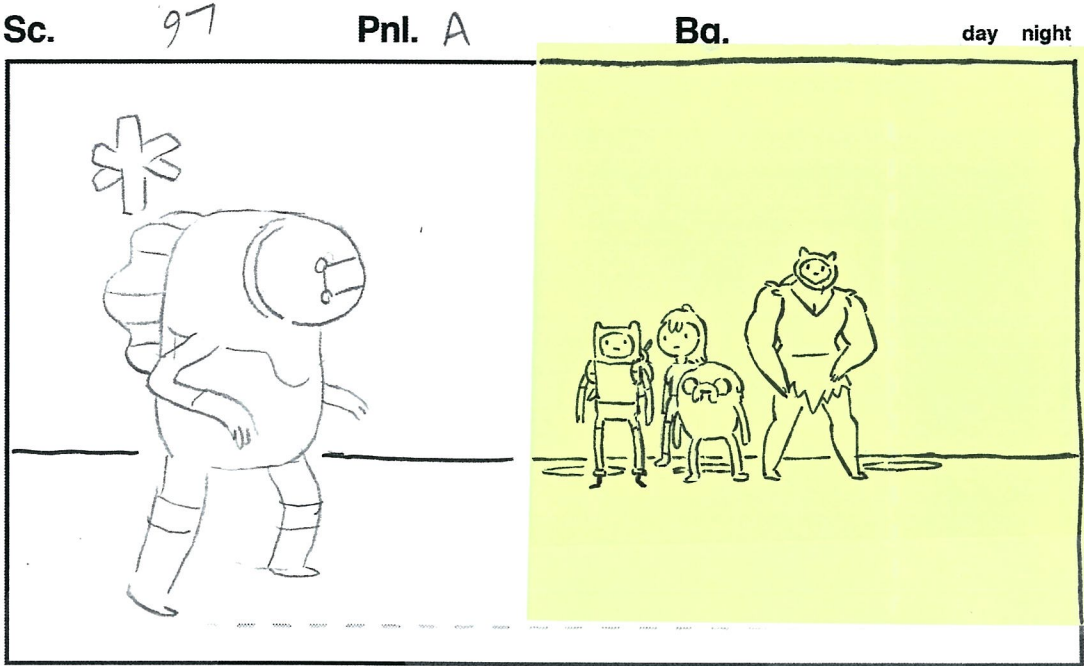
Timing:



EPISODE # 1034-243

Production:

ADVENTURE TIME



Dialog:	DR.G: PLEASE TAKE A SEAT...	
Action:	S.P.	-DR. G TURNS.
Timing:		

EPISODE # 1034-243

Production:

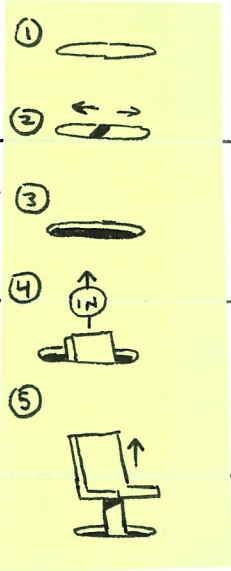
ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 97 Pnl. C Bg. day night

Dialog:	Sfx: *VRRR - CLICK *	
Action:	S.P.	3 CHAIR RISE OUT OF GROUND.
Timing:		



EPISODE # 1034-243

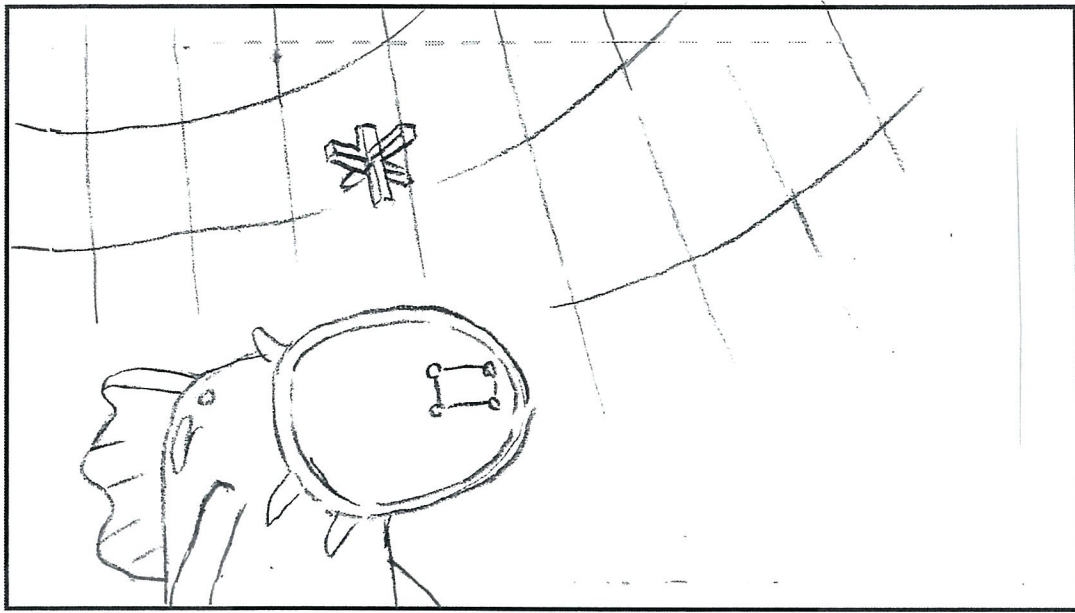
Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

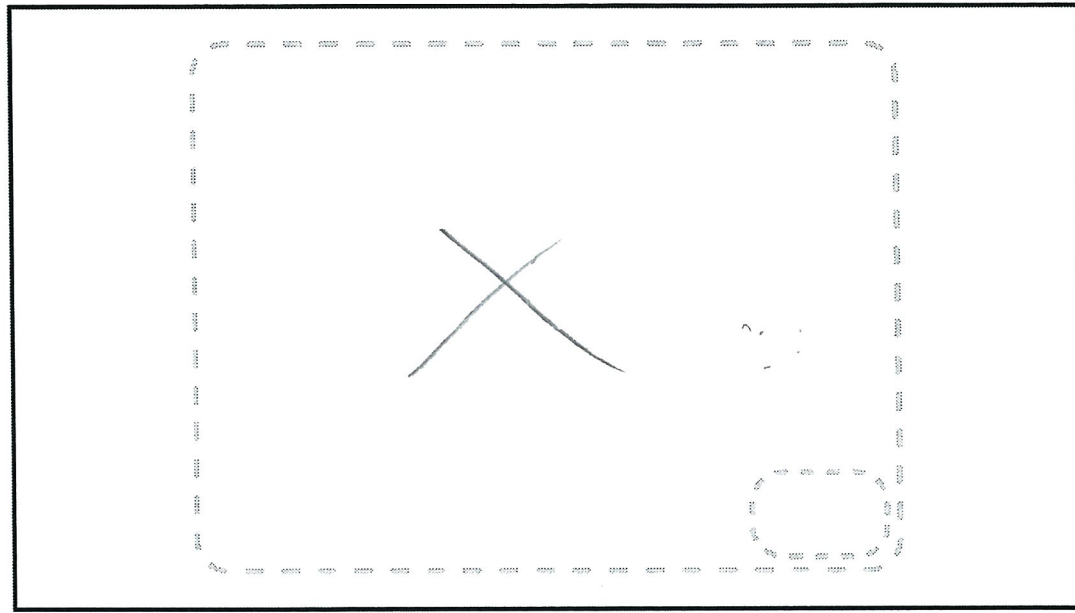
ADVENTURE TIME



Sc. 98 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	DR.G: YOU'VE ALL BEEN SUCH --
Action:	- DR.G. ADVANCES MENACINGLY.
Timing:	

EPISODE # 1034-243

Production:

ADVENTURE TIME



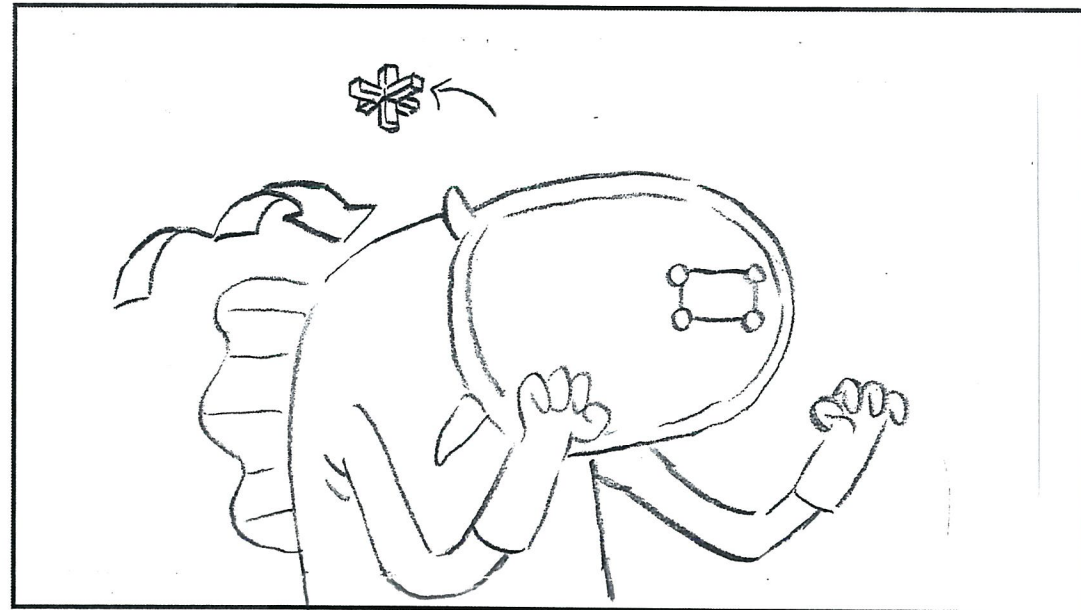
Page 156

Sc. 98

Pnl. B

Bg.

day night

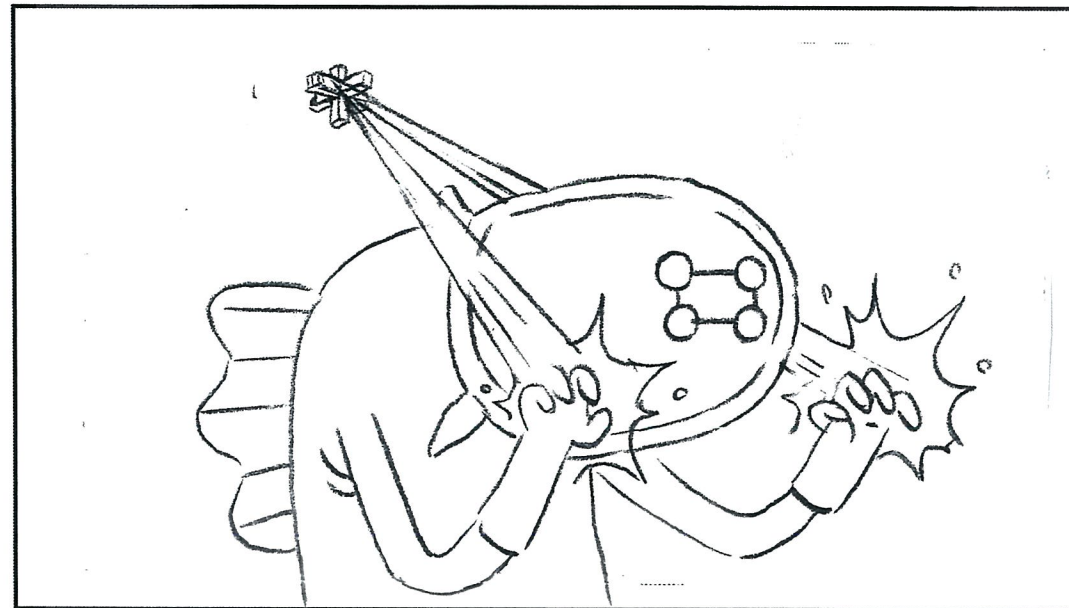


Sc. 98

Pnl. C

Bg.

day night



Dialog:

DR.G.: SUPER GUESTS ...
So

SFX: *VMMMMM*

Action:

-DR.G. RAISES HANDS

-SHAPE SHOOT BEAMS AT DR.G'S HANDS.

Timing:

EPISODE # 1034-243

Production:

ADVENTURE TIME



Page 157

Sc. 98

Pnl. D

Bg.

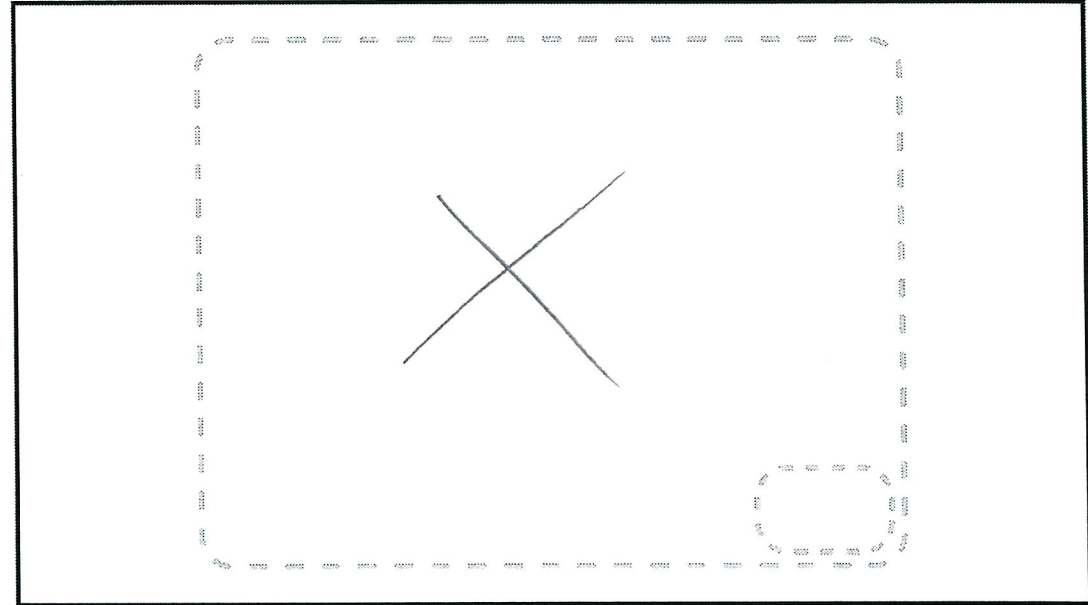
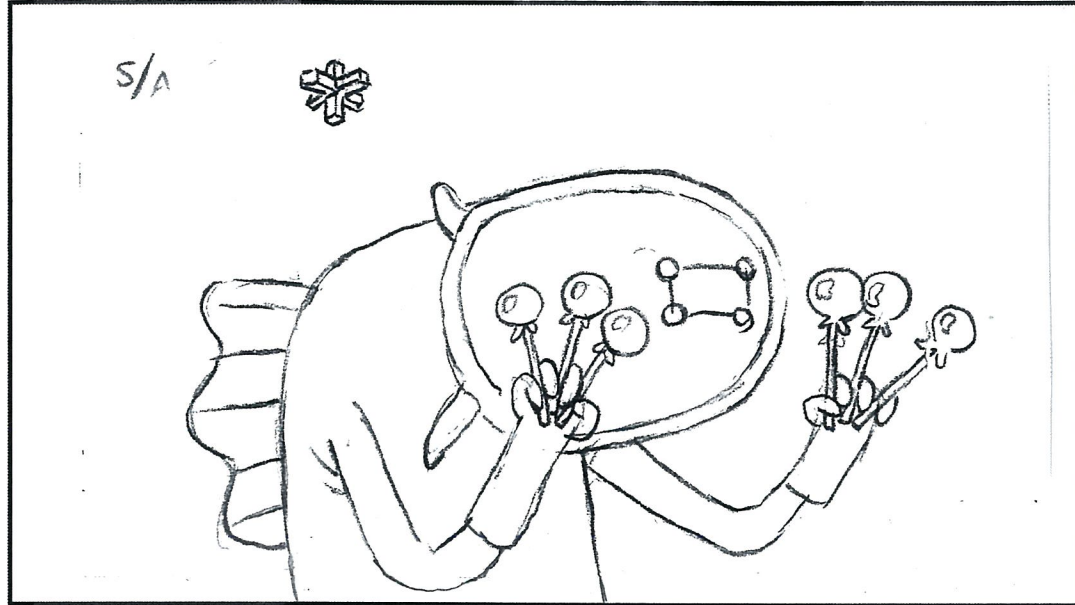
day night

Sc.

Pnl.

Bg.

day night

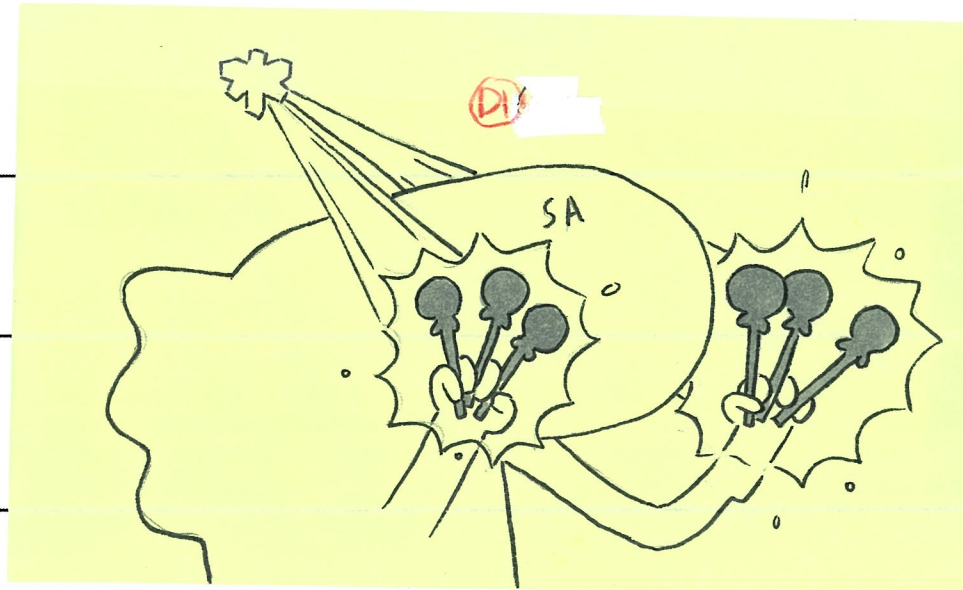


Dialog:

DRG: LOLLIPOPS FOR
EVERYONE!!

Action:

Timing:



EPISODE # 1034-243

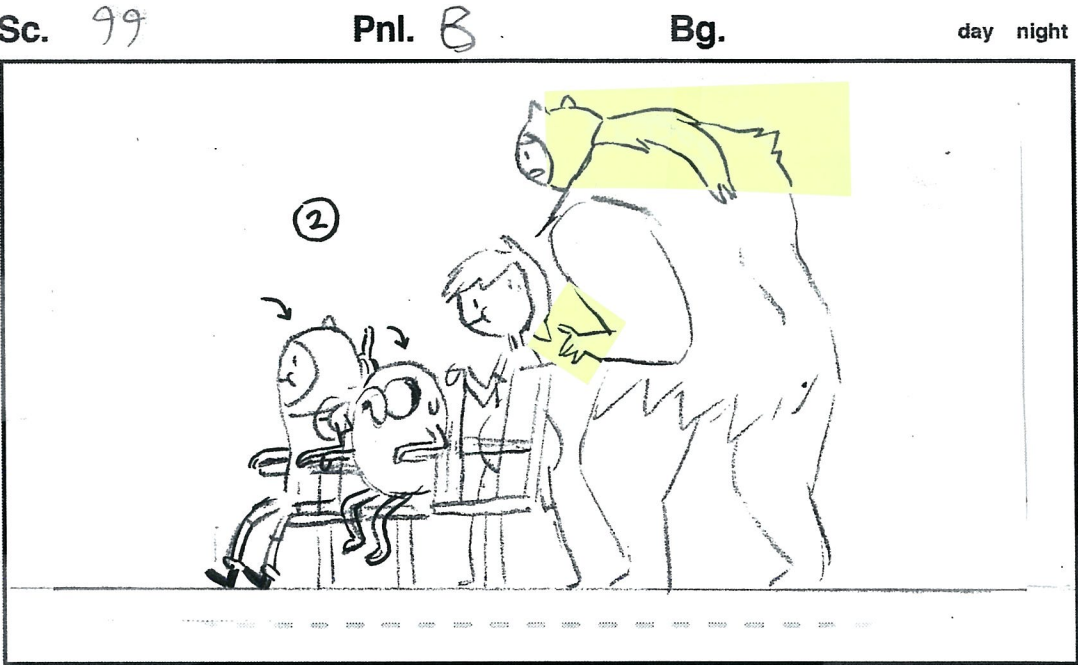
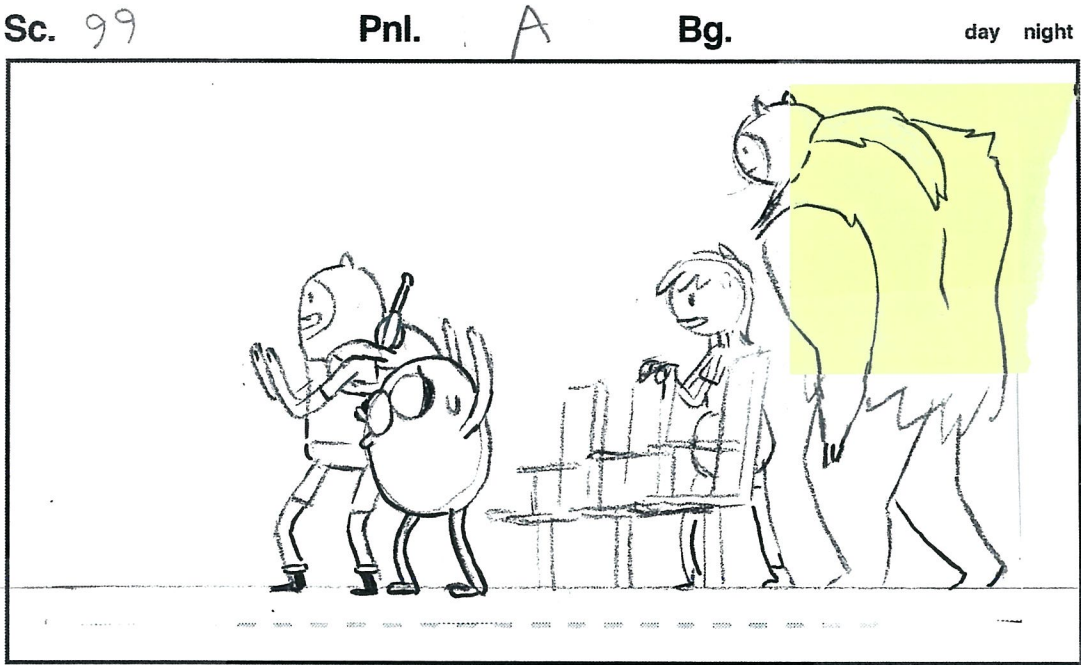
Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



No
p. 159

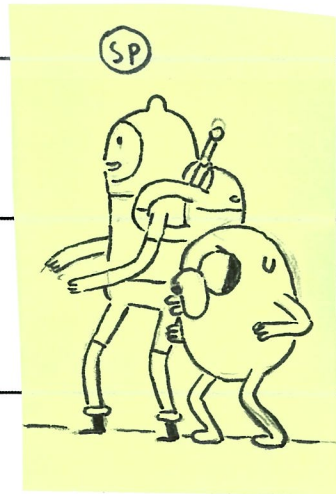


Dialog:

F+J+T: YAAAY !!

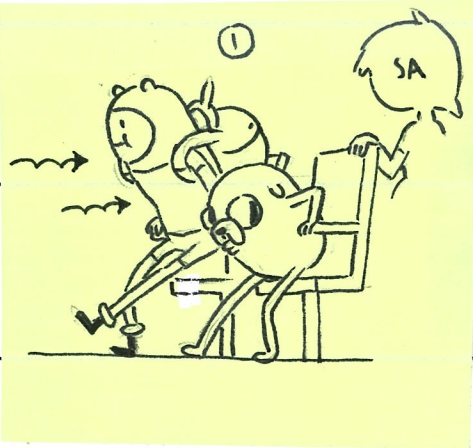
S: (WHISPER) BUT FINN TOLD SUSAN NO
TO TAKE CANDY FROM STRANGERS.

Action:



- F+J SIT DOWN
- ADJ. W/ ACTION.

Timing:



EPISODE # 1034-243

Production:

ADVENTURE TIME

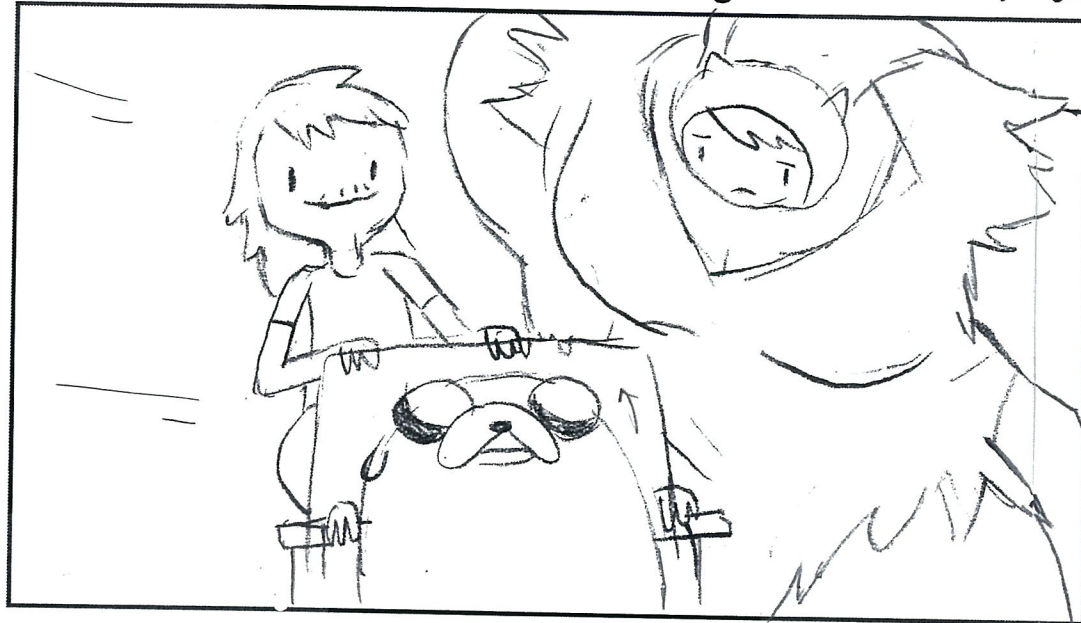


Sc. 100

Pnl. A

Bg.

day night

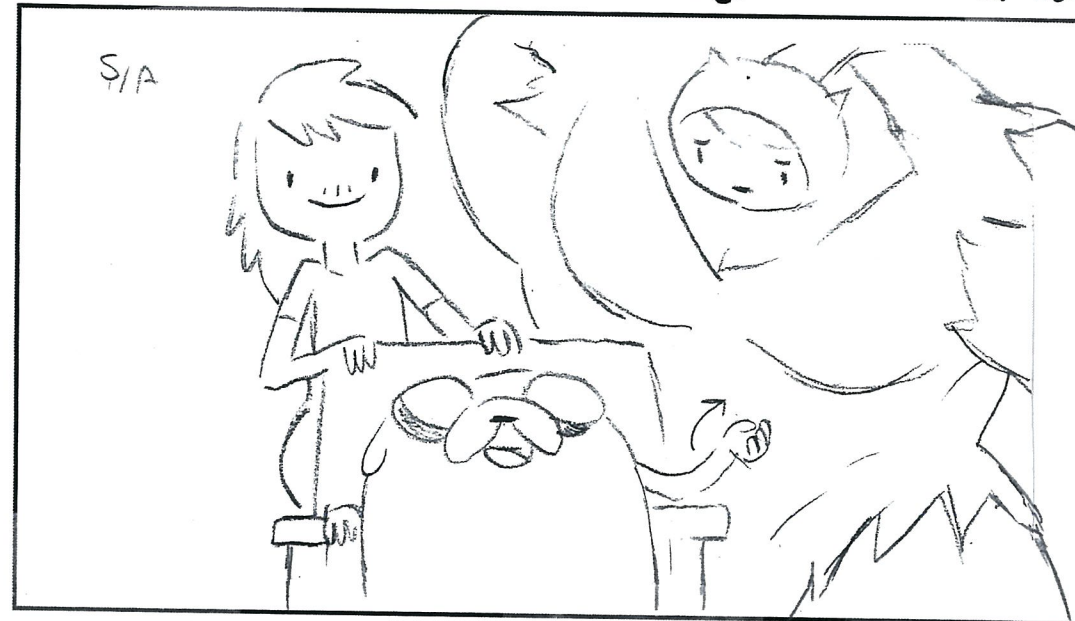


Sc. 100

Pnl. B

Bg.

day night



Page 160

No
P. 159

Dialog:

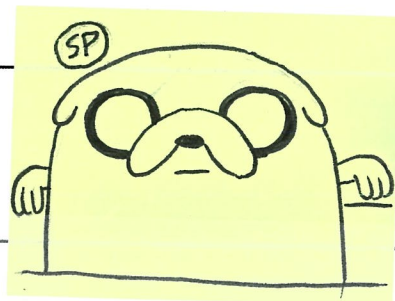
① A STRANGER'S JUST A FRIEND --

① YOU HAVEN'T TAKEN
CANDY FROM YET.

Action:

-J. LOOKS UP AT SUSAN.

Timing:

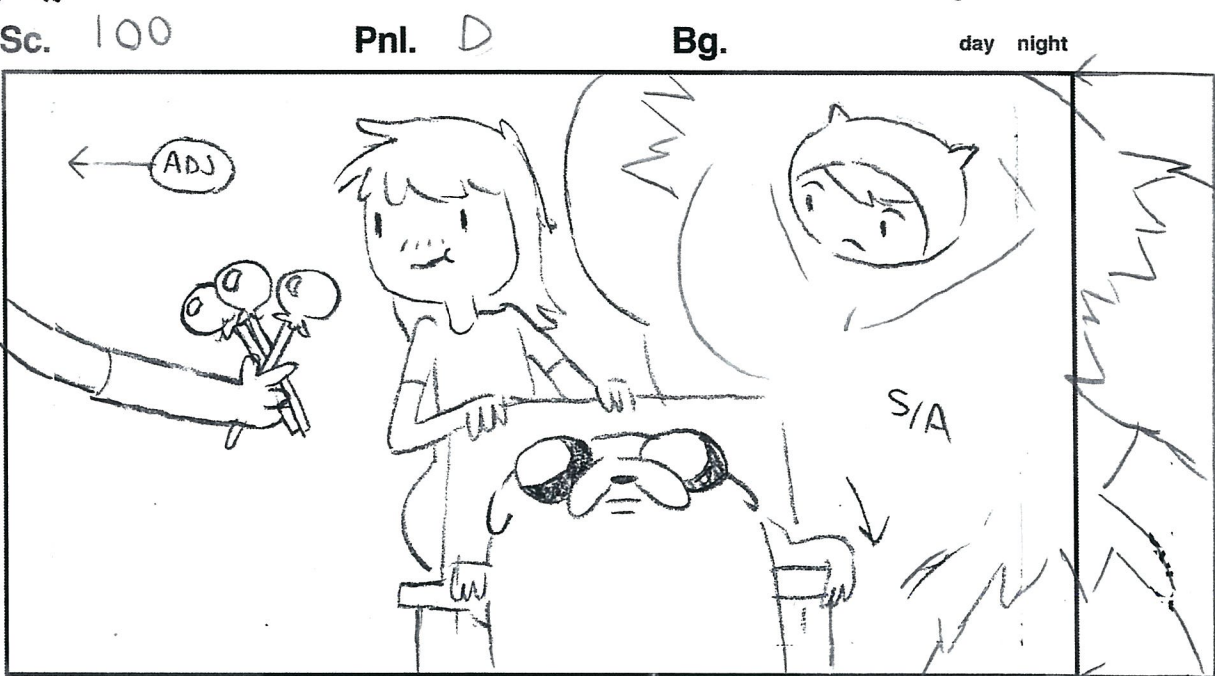
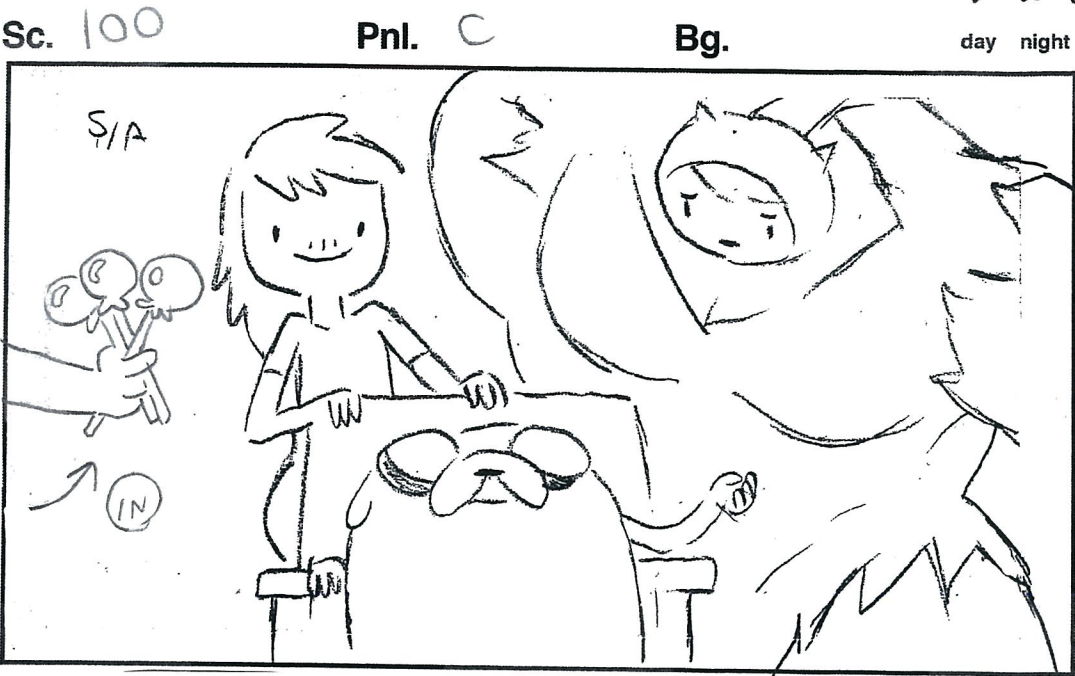


EPISODE # 1034-243

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:

DR.G: Well said!

Action:

- DR. G. HOLDS LOLLIPOPS ON/S.

- CAM ADJUSTS LEFT

Timing:

START

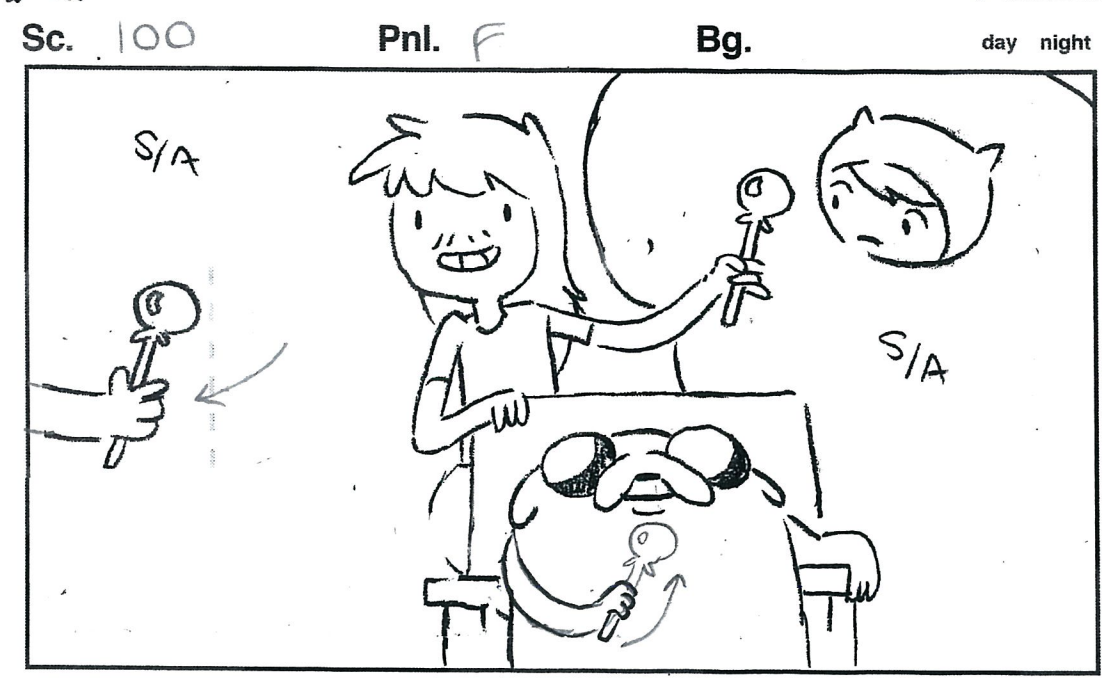
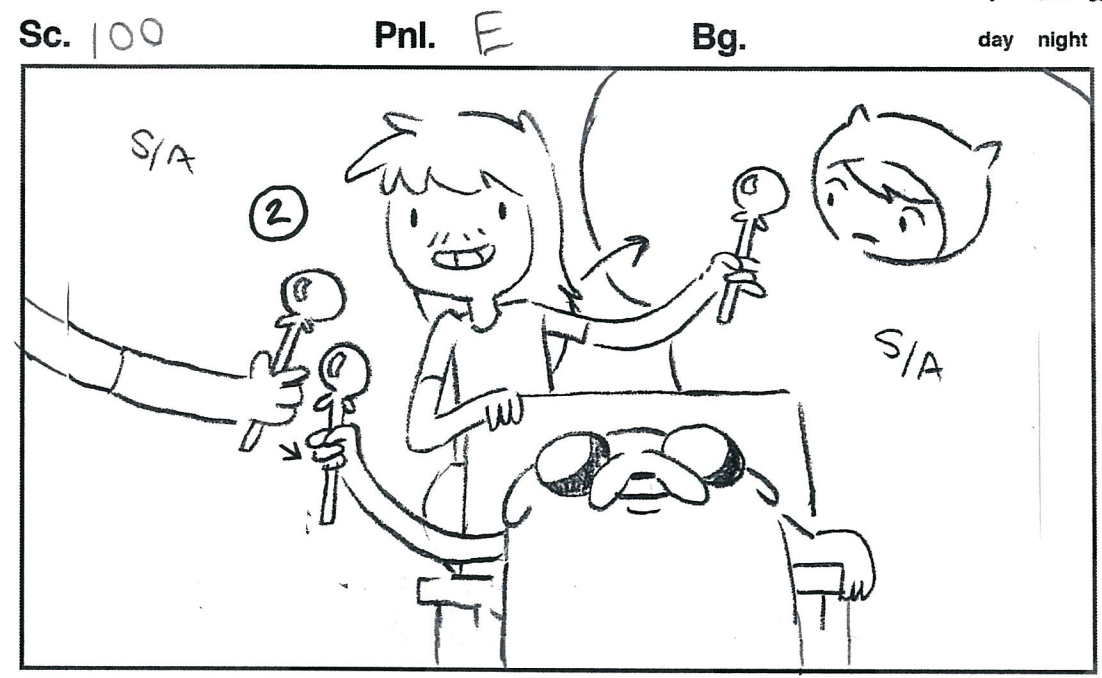
Production: 1034-243

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 162



Dialog:	DR.G: SO EAT 'EM QUICK --	DR.G: AND LET'S GET THIS SHOW --
Action:	-T+J TAKE CANDY	- DR.G. G
Timing:		



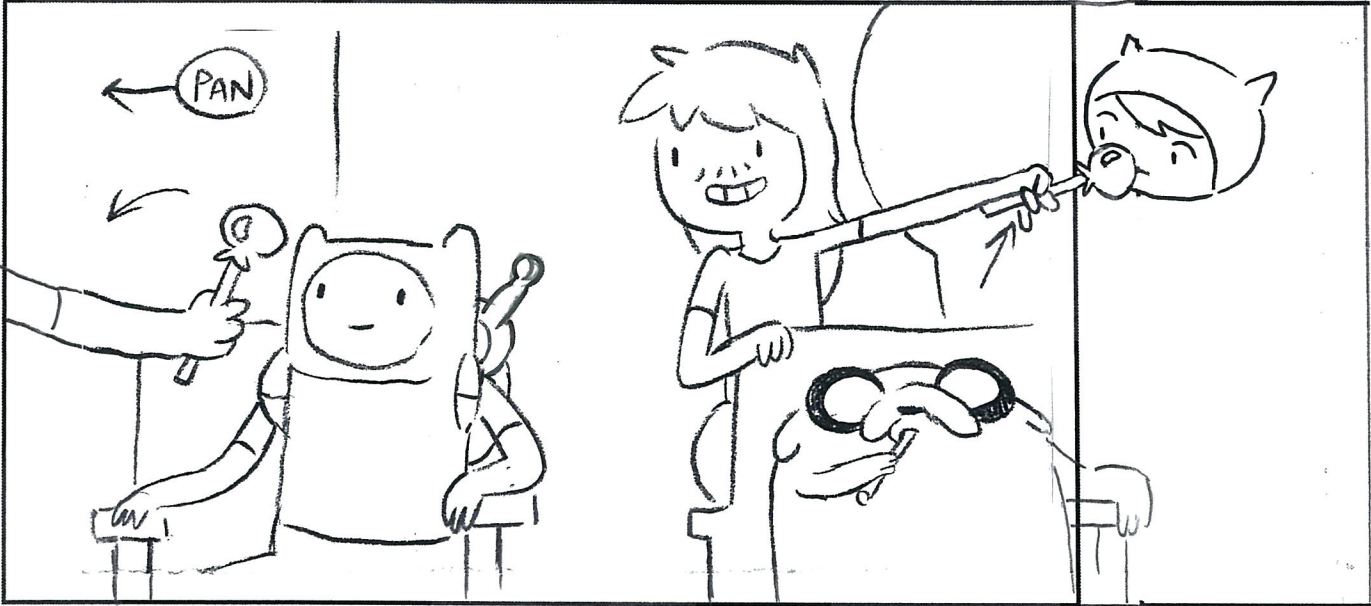
EPISODE # 1034-243

Production:

ADVENTURE TIME



Sc. 100 Pnl. 5 Bg. day night Sc.



Dialog:	DR.G : STARTED.
Action:	- PAN LEFT TO FINN - TIFFANY LIFTS LOLLIPOP OFF/S.
Timing:	

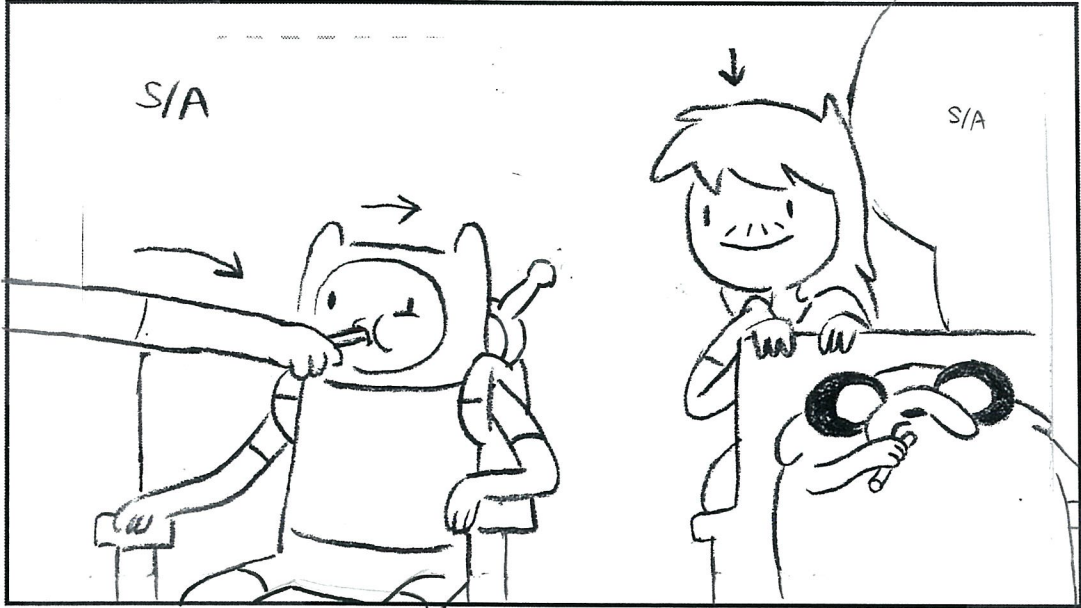
EPISODE # 1034-243

Production:

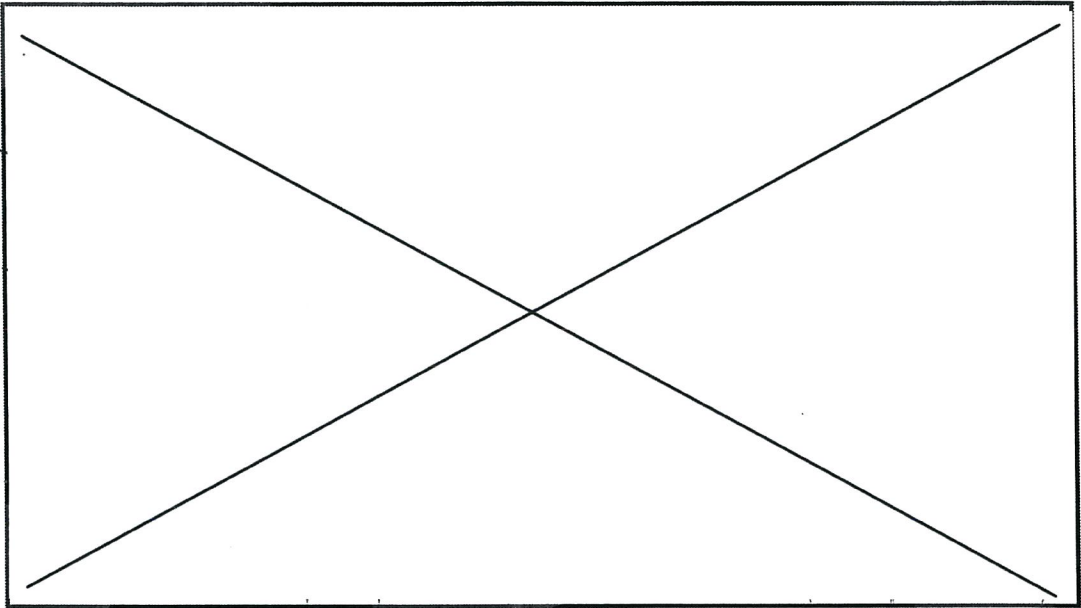
ADVENTURE TIME



Sc. 100 Pnl. H Bg. day night



Sc. Pnl. Bg. day night



Dialog:

SFX: * THOOMPT

Action:

-DR. G. SHOVES LOLLIPOP IN
FINN'S MOUTH.

Timing:

EPISODE # 1034-243

Production:

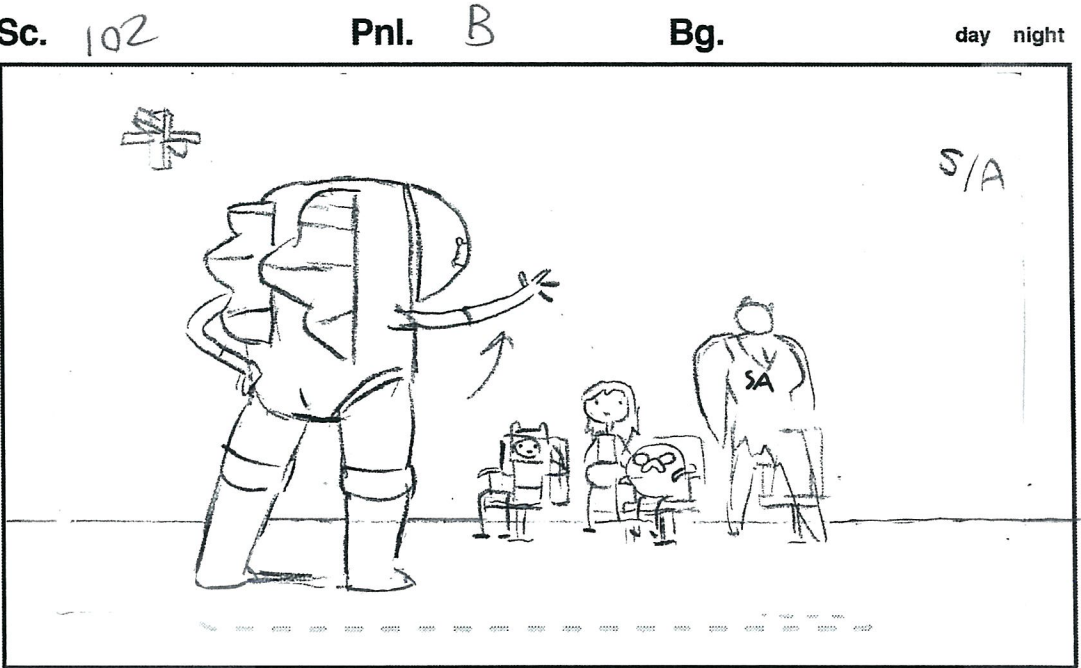
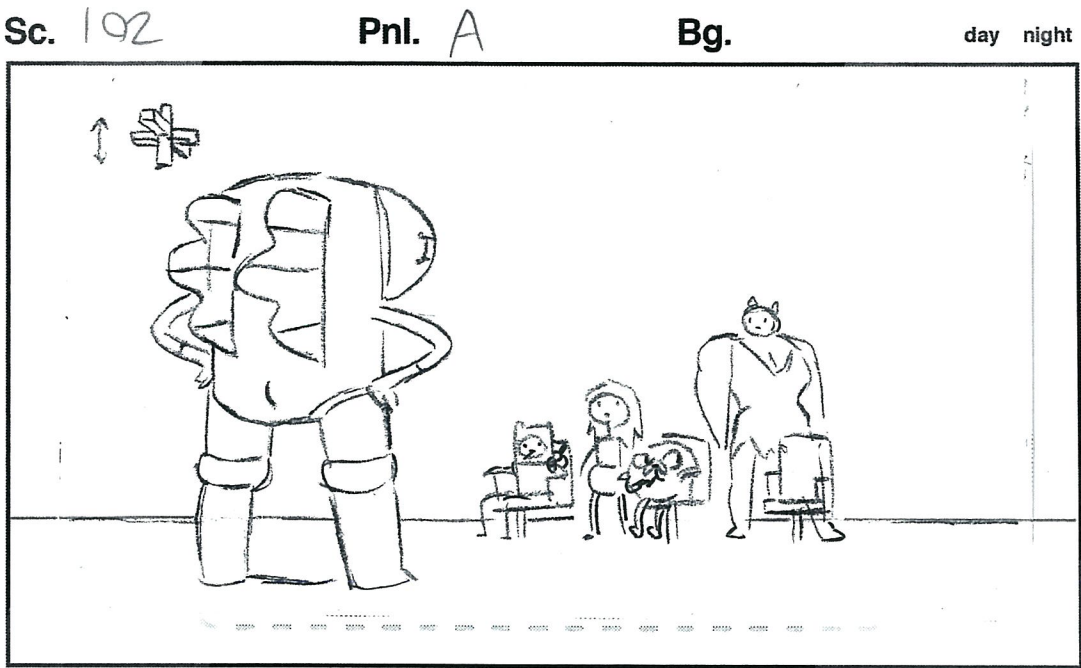
©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

No Scs 101

ADVENTURE TIME



Page 166



Dialog:		
Action:	<div>DETAIL: A</div>	DR.G : YOU'RE GOING TO "SHOW" ME
Timing:		

EPISODE # 1034-243

Production:

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 103

Pnl. A

Bg.

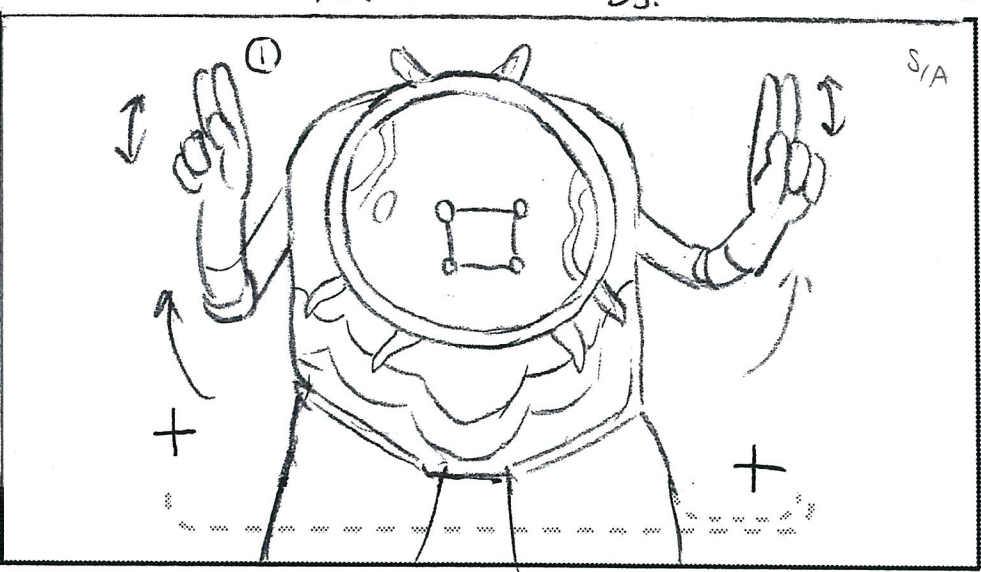
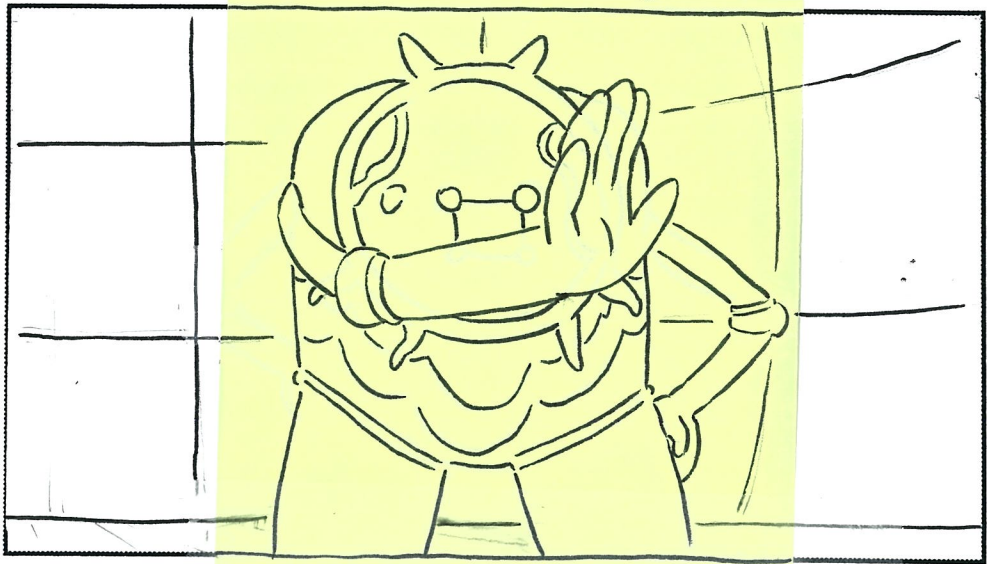
day night

Sc. 103

Pnl. B

Bg.

it

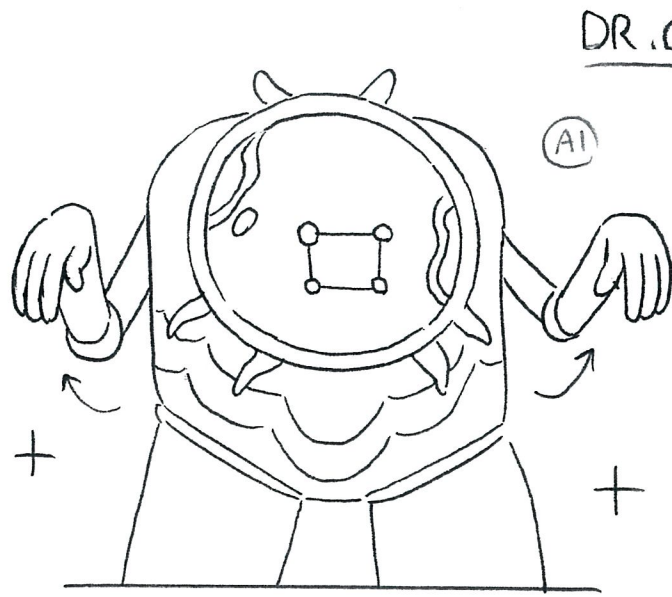


Dialog:

Action:

S.P.

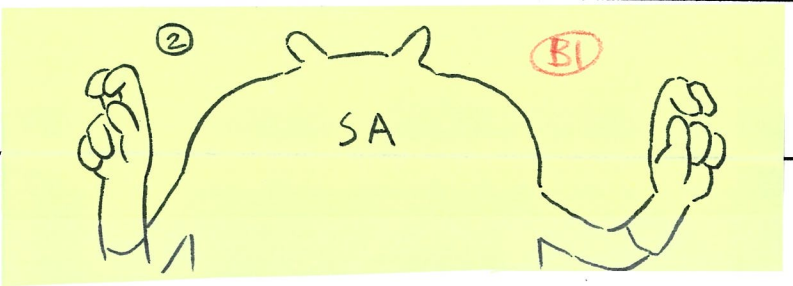
Timing:



DR.G:

IF YOU'RE RIGHT FOR MY "PROCESS"

CYCLE: ①, ②, ①, ②, ① DR.G DOES AIR QUOTES



EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

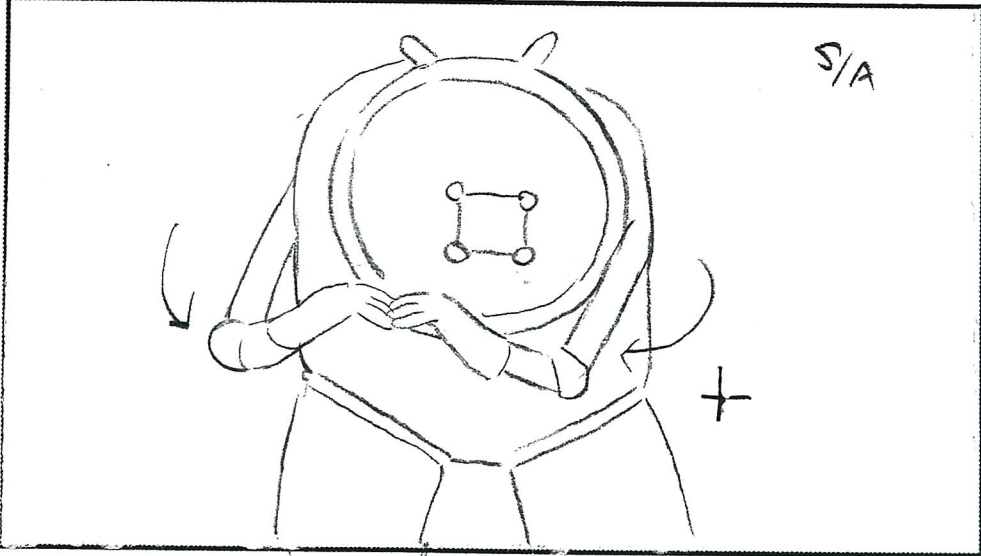


Sc. 103

Pnl. C

Bg.

day night

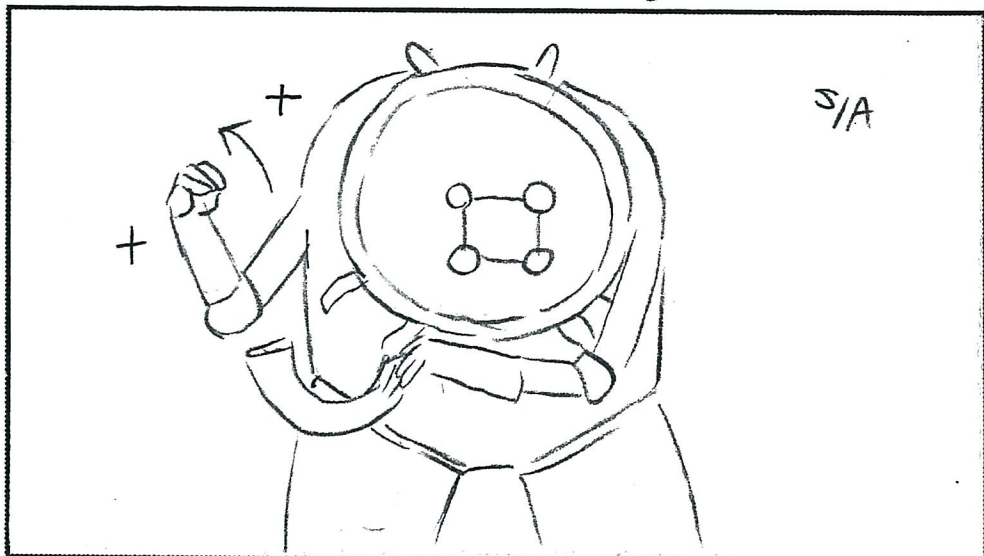


Sc. 103

Pnl. D

Bg.

day night



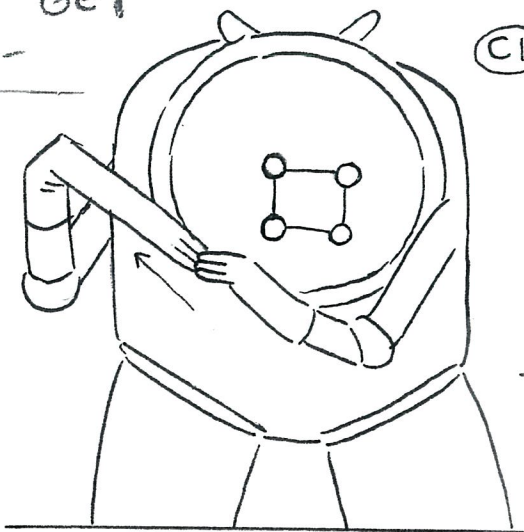
Dialog:

DRG: JUST GOTTA GET MORE --

Acti

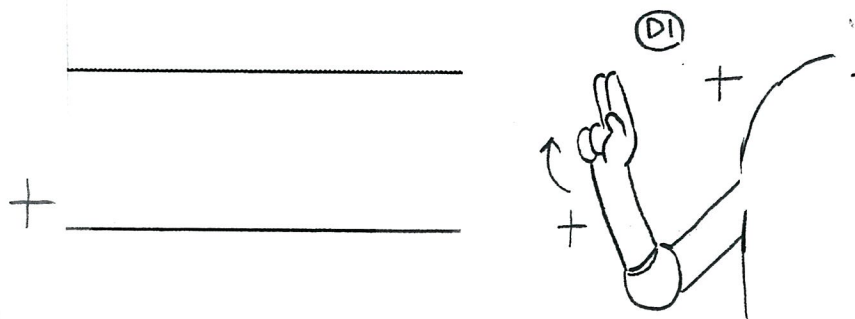
- DR.G GRABS FINGERTIPS.

Timing:



SFX: *SHFF*

-DR.G. TAKES OFF GLOVE.



EPISODE # 1034-243

Production:

ADVENTURE TIME



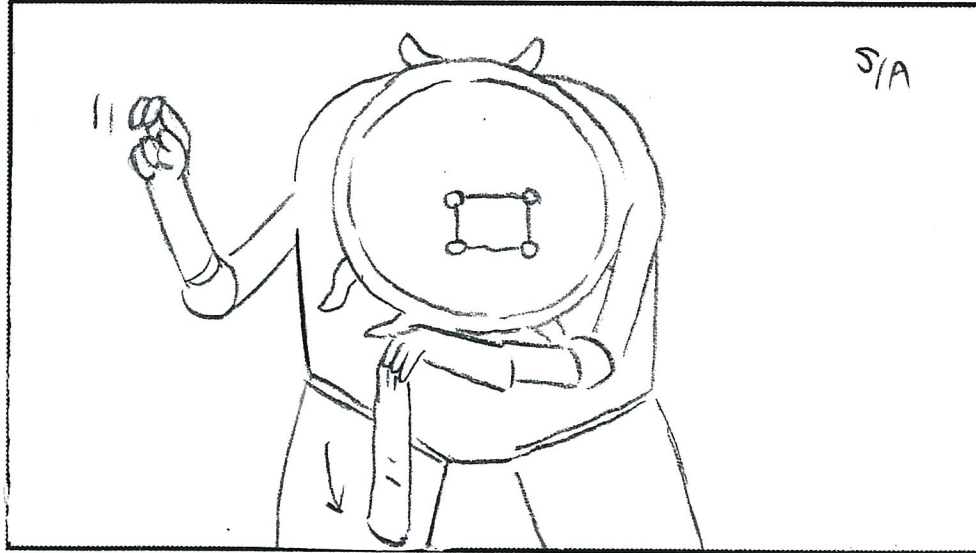
Page 169

Sc. 103

Pnl. E

Bg.

day night

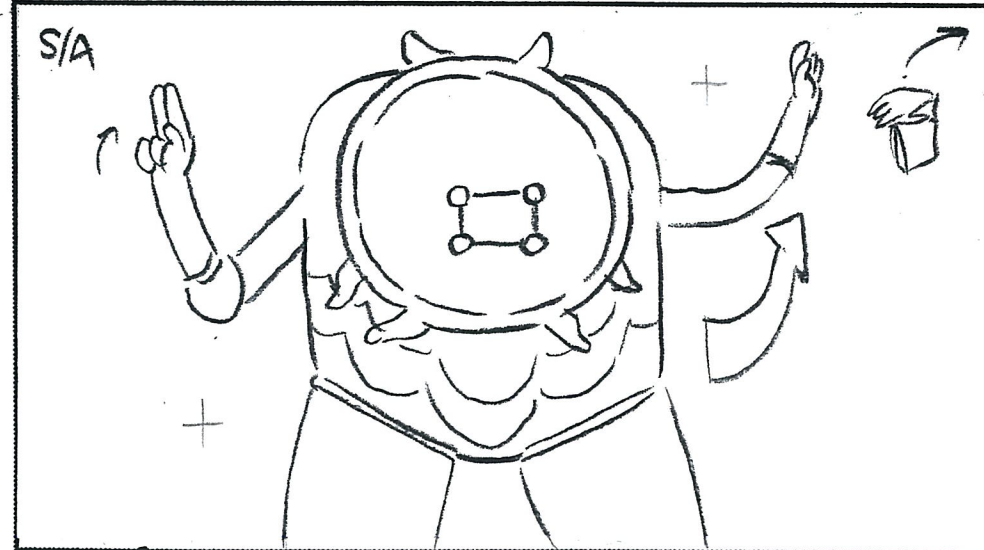


Sc. 103

Pnl. F

Bg.

day night



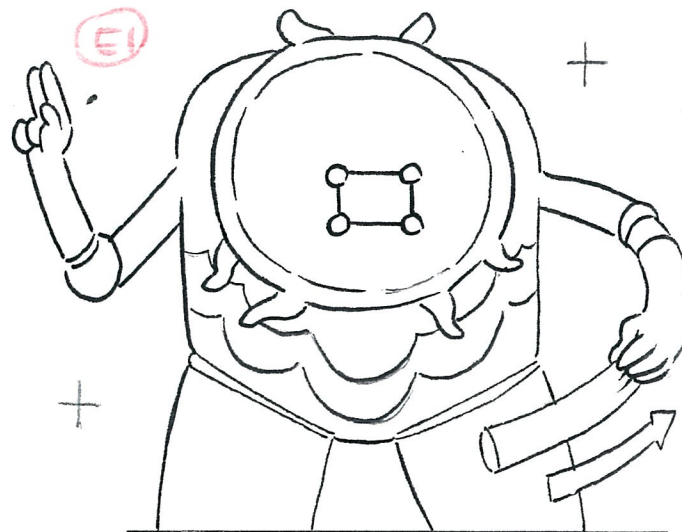
OUT
EPISODE # 1034-243

Dialog:

DR.G: "COMFORTABLE" first

Action: -DR. DOES
AIR QUOTES

Timing:



-DR.G. TOSSES GLOVE OFF/S

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 104 Pnl. A Bg. day night

Dialog:

Action:

Timing:



(F) (LOLLY IN MOUTH)
UHH ...

EPISODE # 1034-243

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

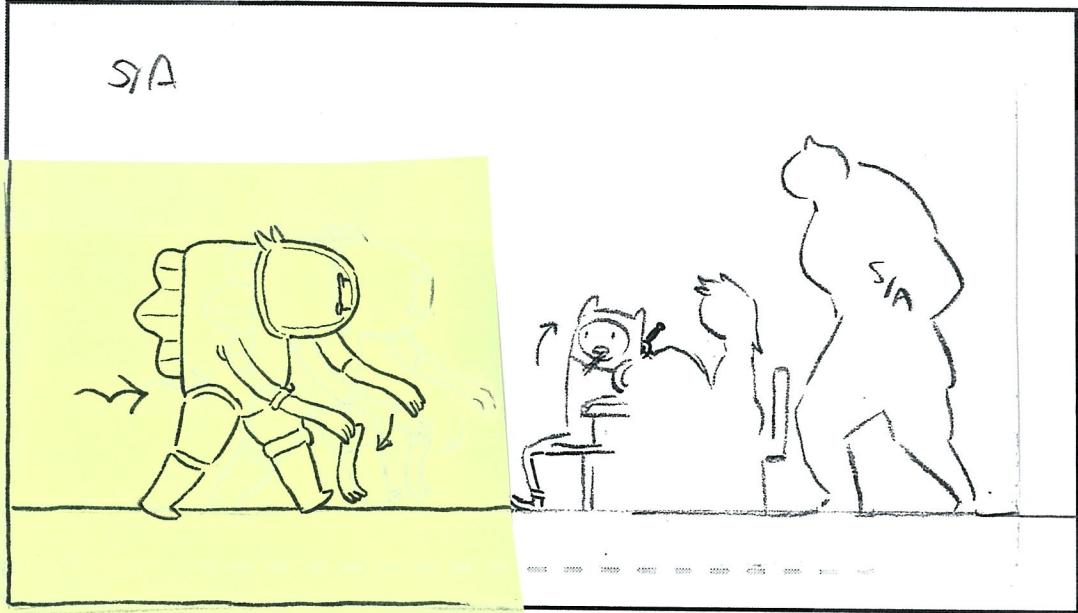


Sc. 104

Pnl. B

Bg.

day night

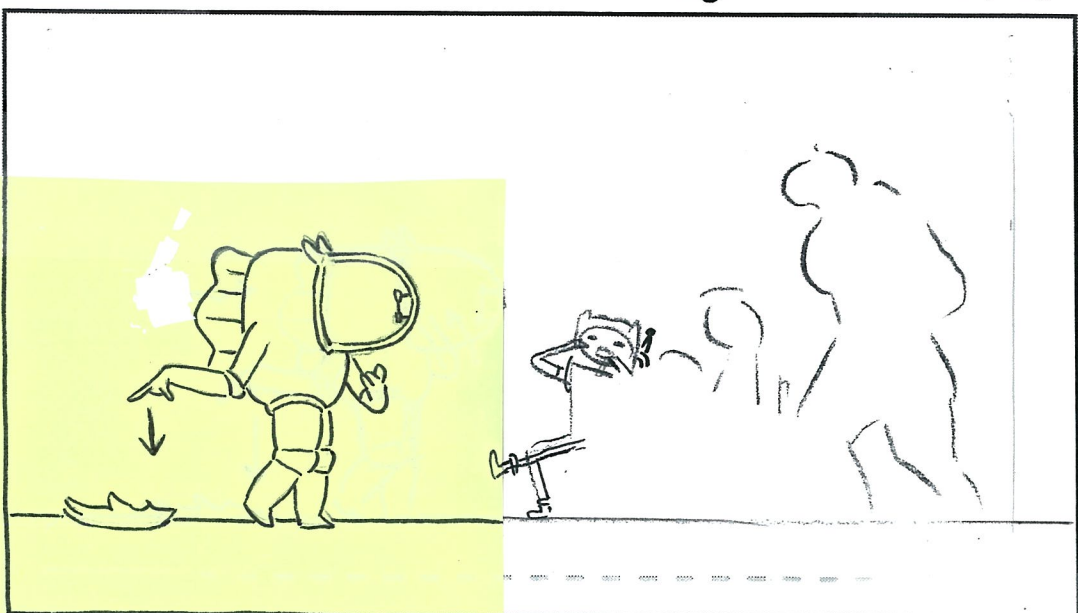


Sc. 104

Pnl. C

Bg.

day night



Dialog:

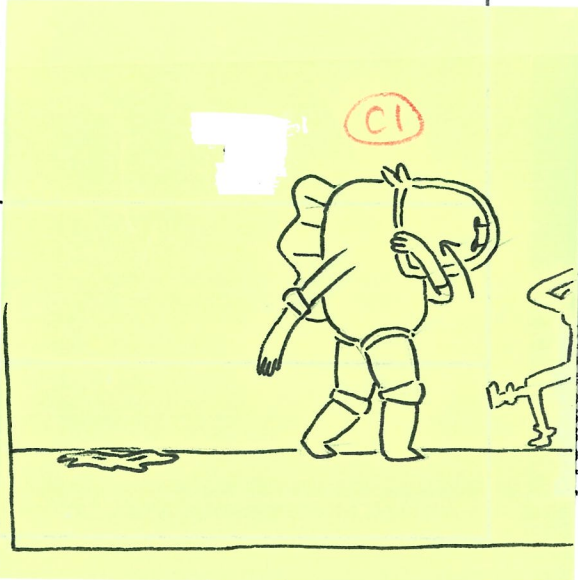
(FAST)
(F) I LIKED IT BETTER
WHEN YOU WERE --

Action:

-DR. G PULLS OFF GLOVE.

-DR. G. DROPS GLOVE.

Timing:



EPISODE # 1034-243

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

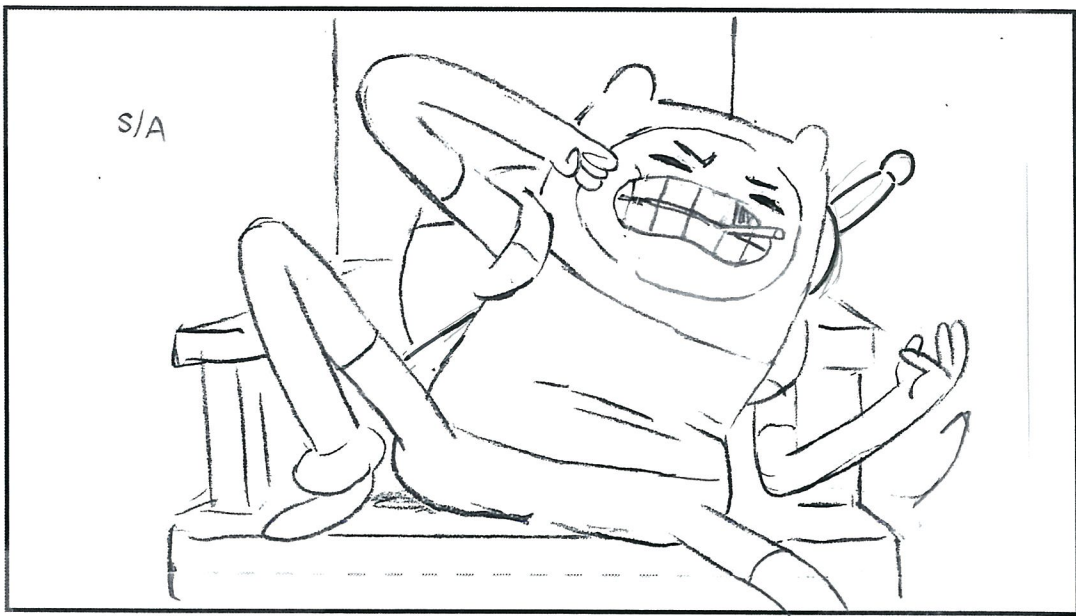
ADVENTURE TIME



Sc. 105 Pnl. A Bg. day night



Sc. 105 Pnl. B Bg. day night



Dialog:	(F) SINGIN' SONGS !!	(DR. G) (O/S, RELIEF) AHHH yeah
Action:	- F. SQUEEZES HIS EYES SHUT.	
Timing:		

EPISODE # 1034-243

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 173

Sc. 105

Pnl. C

Bg.

day night

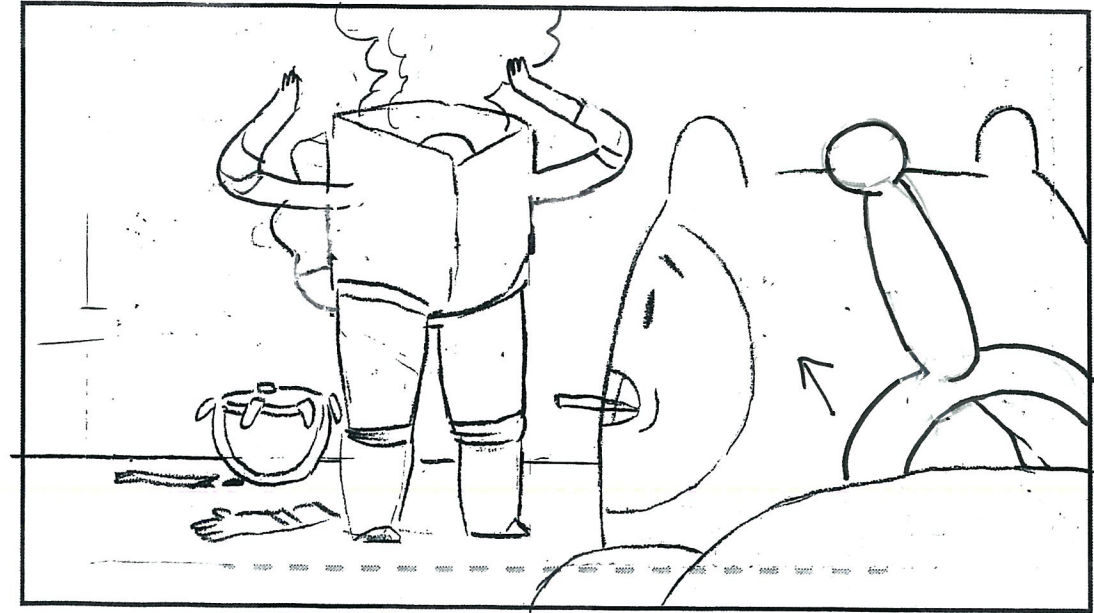


Sc. 106

Pnl. A

Bg.

day night



Dialog:

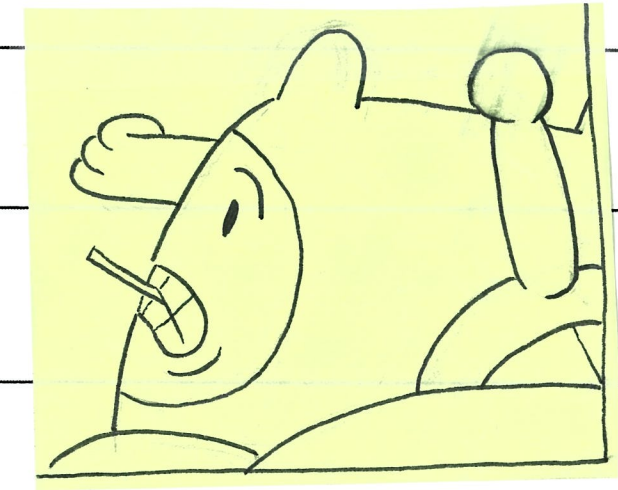
(D.R.G) SOMETIMES I JUST GOTTA GET
SFX: OUT OF THIS HOT STIM-SUIT.
* CLUNK *

Action:

- FINN PEEKS WITH ONE EYE.

S.P.

Timing:



EPISODE # 1034-243

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

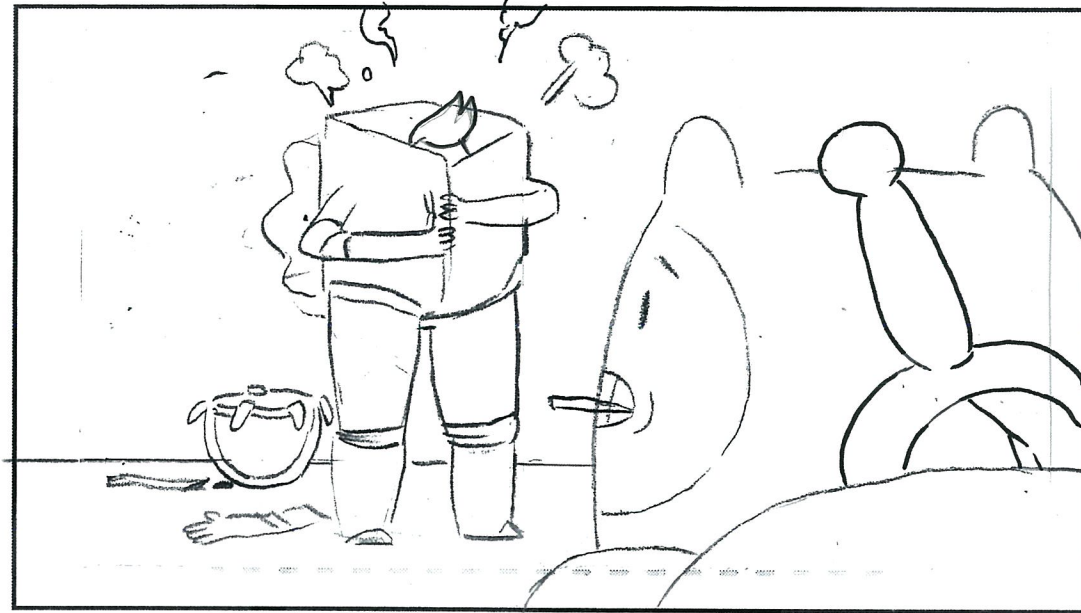


Sc. 106

Pnl. B

Bg.

day night

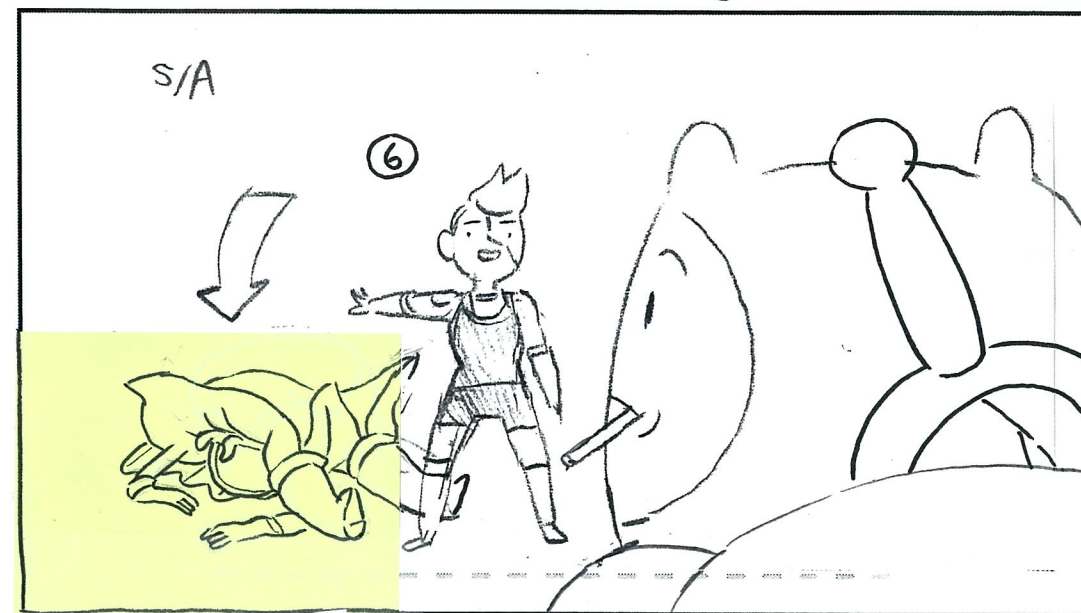


Sc. 106

Pnl. C

Bg.

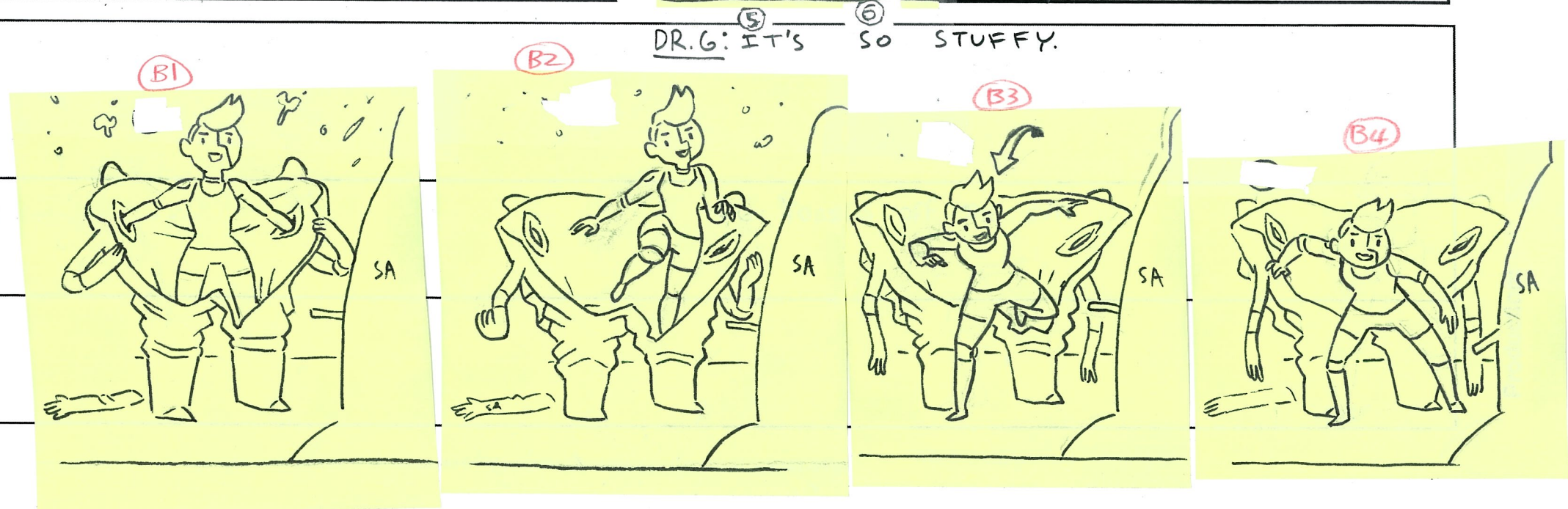
day night



Dialog:

Action:
DR. G GRABS
SUIT SEAM,
TOSSES OFF
SUIT.

Timing:



EPISODE # 1034-243

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



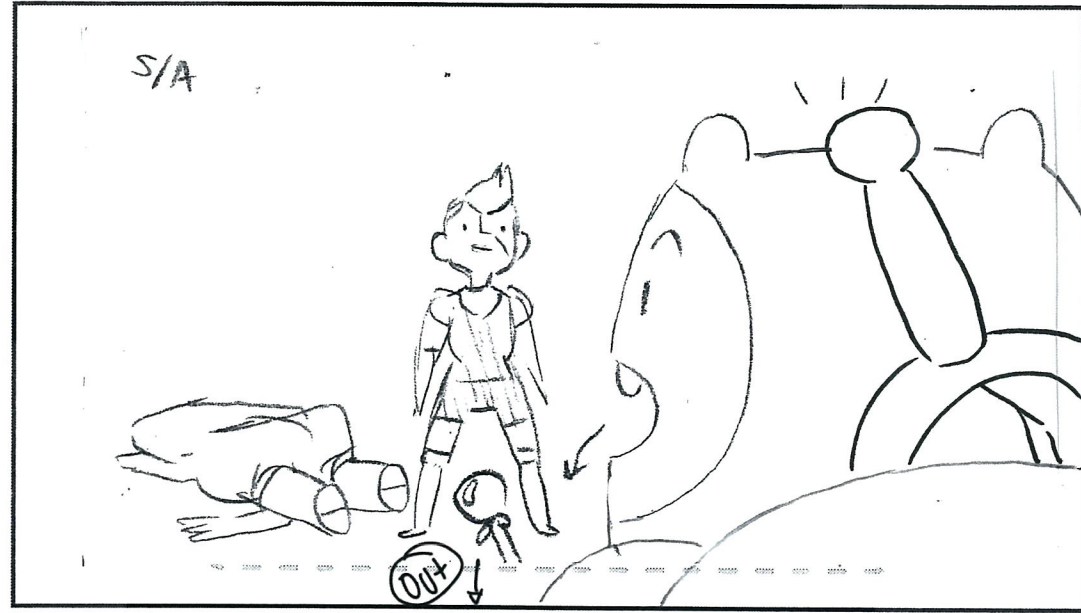
Page 175

Sc. 106

Pnl. D

Bg.

day night

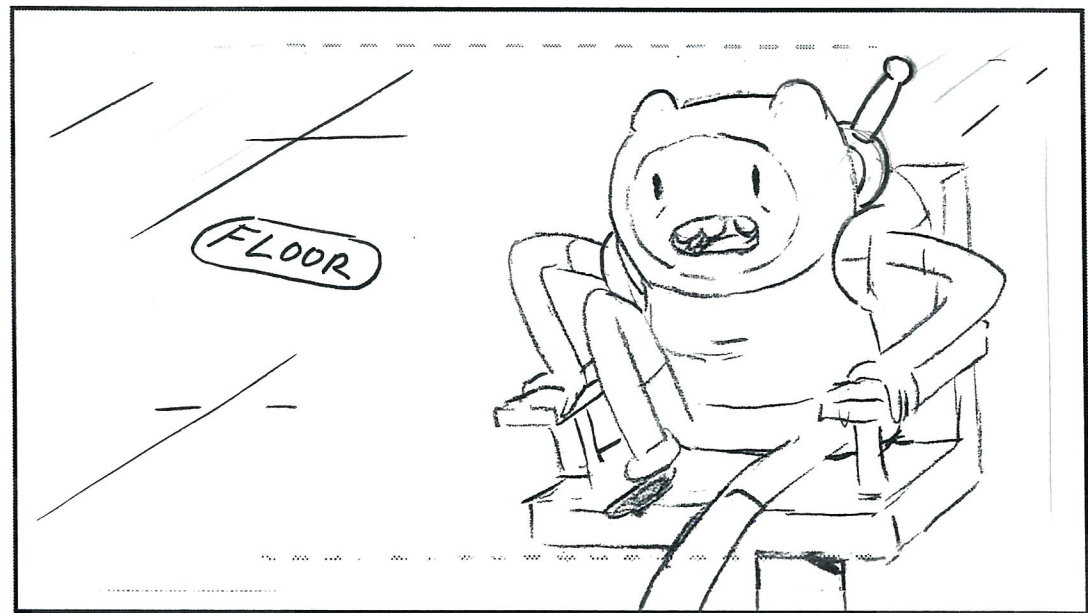


Sc. 107

Pnl. A

Bg.

day night



Dialog:	
(F)	YOU <u>HUMAN</u> !?
(F)	I THOUGHT I WAS THE LAST ONE
Action:	
-F. DROPS LOLLIPOP FROM MOUTH.	
Timing:	

EPISODE # 1034-243

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

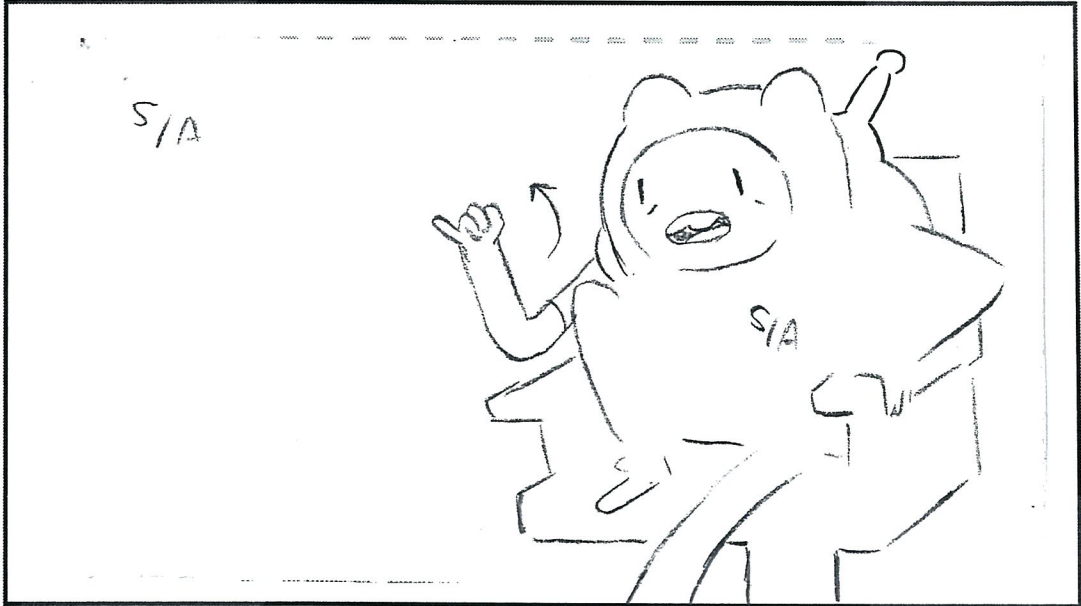


Sc. 107

Pnl. B

Bg.

day night

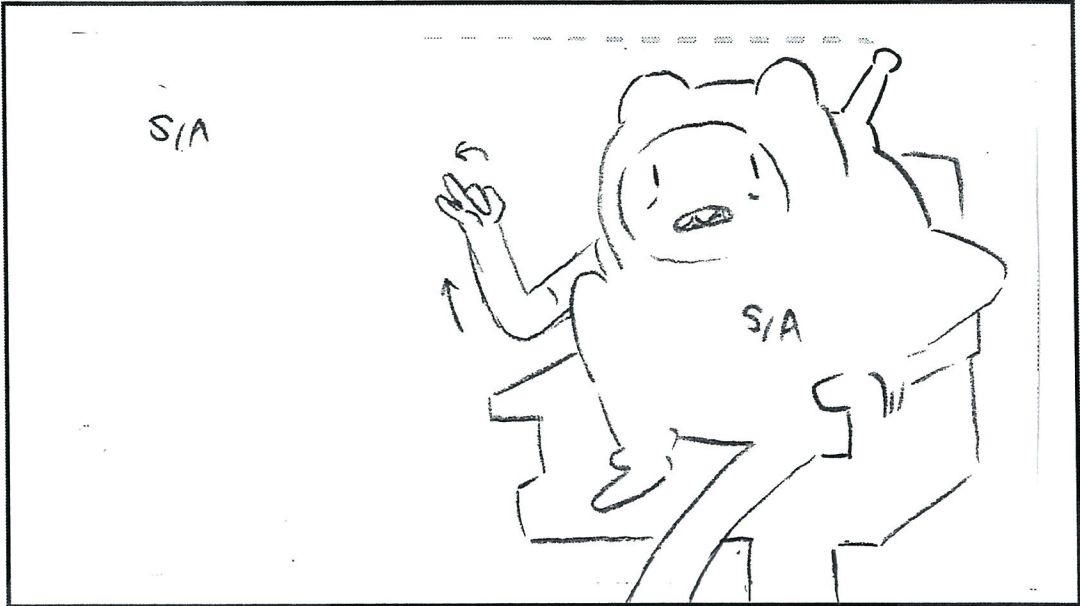


Sc. 107

Pnl. C

Bg.

day night



Dialog:

Ⓕ WELL ME AND MARTIN ...

Ⓕ AND BETTY ...

Action:

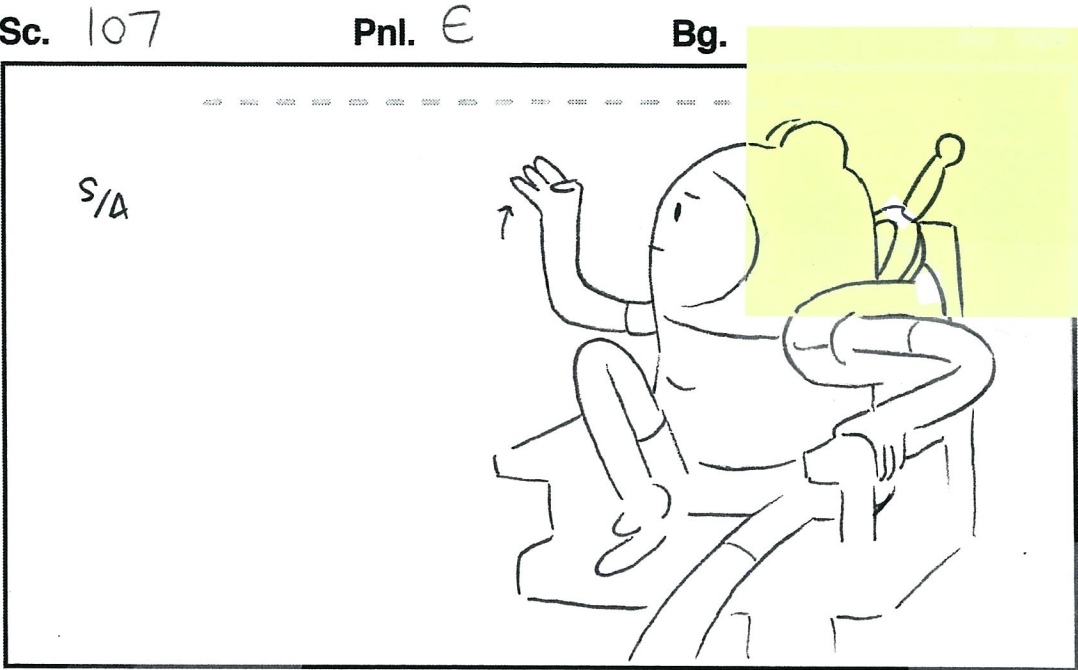
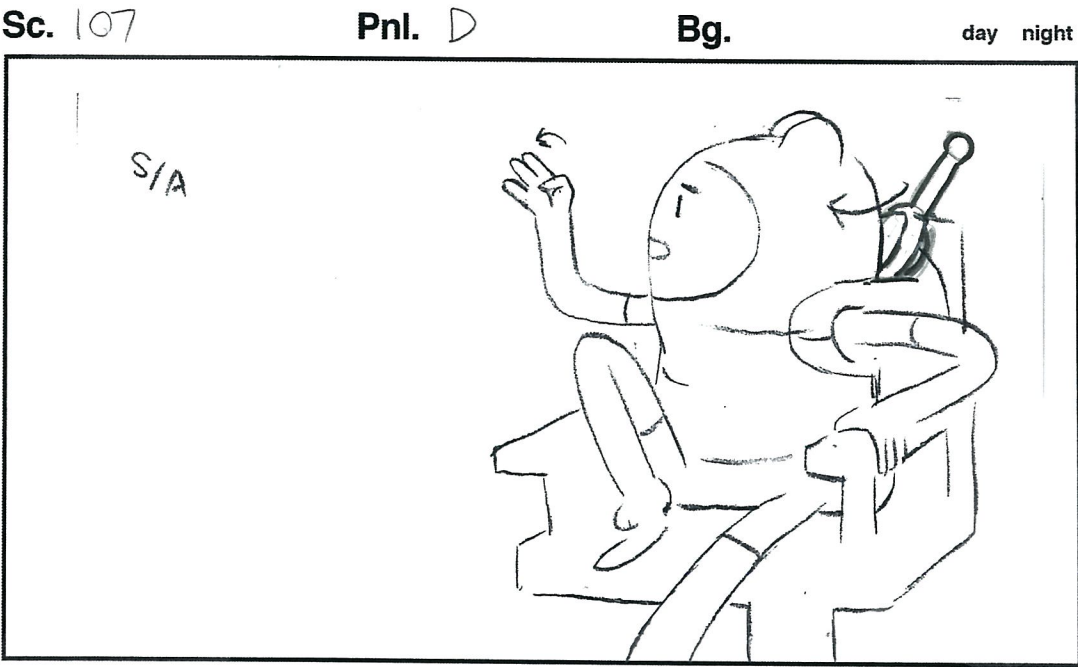
Timing:

EPISODE # 1034-243

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:
(F) AND SOMETIMES ICE KING?
(J) (LOLLIPOP IN MOUTH) YEAH - 9/5.
Action:
Timing:

EPISODE # 1034-243

Production:

ADVENTURE TIME



PAN →

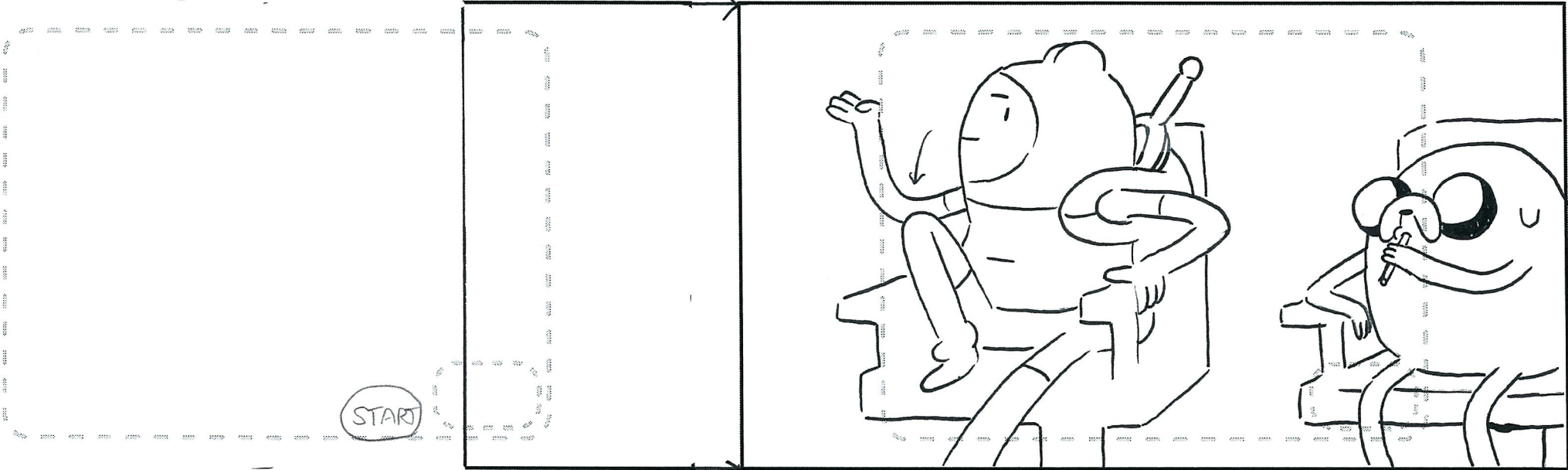
day night

Sc. 107

Pnl. F

Bg.

day night



Dialog:

& stop

Action:

-PAN RIGHT TO JAKE.

Timing:

EPISODE # 1034-243

STOP

Production:

ADVENTURE TIME



NEXT PG. 181
(NO PG. 180)

Page 179

Sc. 107

Pnl. 6

Bg.

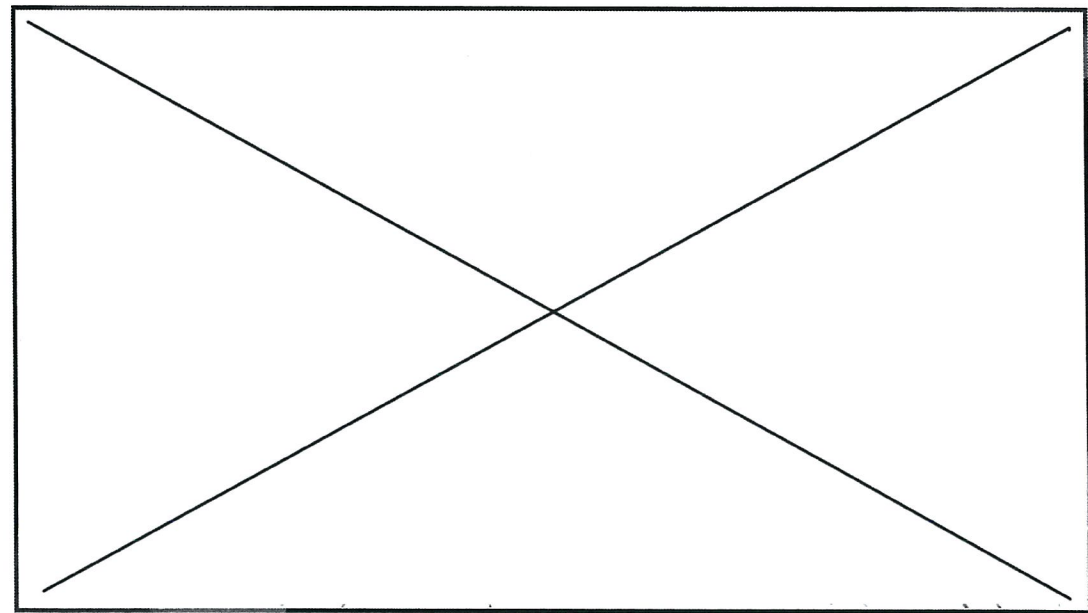
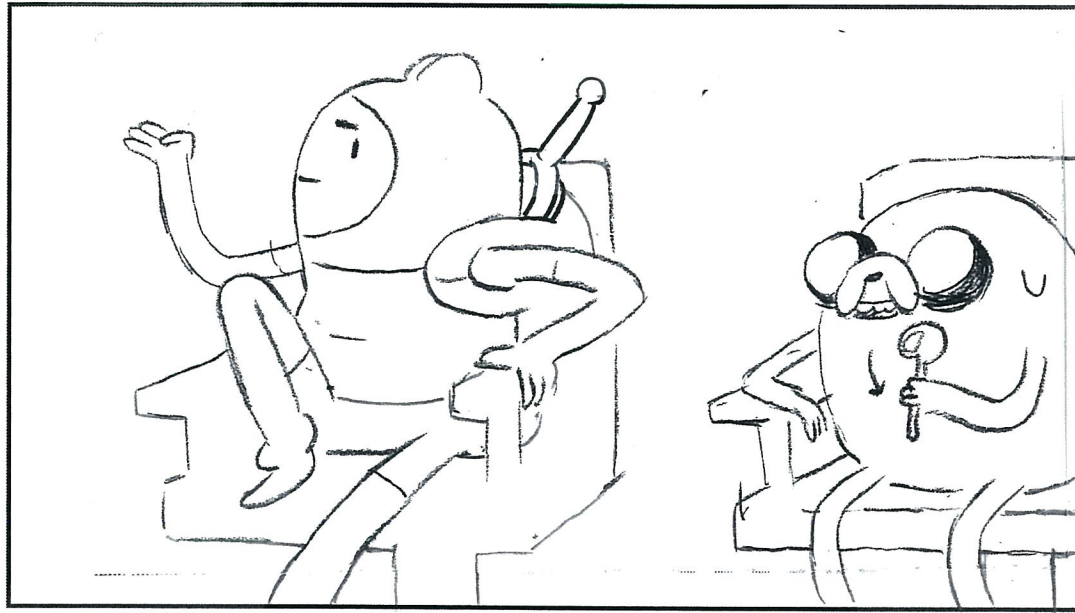
day night

Sc.

Pnl.

Bg.

day night



Dialog: <p>① AND I STILL HAVE 'QUESTIONS' ABOUT SUSAN.</p>
Action:
Timing:

EPISODE # 1034-243

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



prev. pg. 179
(no 180)

Sc. 108

Pnl. A

Bg.

day night

Sc. 108

Pnl. B

Bg.

day night

S/A

S/A

Dialog:	DR.G: ACTUALLY ...	DR.G: HUMAN-PLUS
Action:	-DR. G. ANTICS LEFT.	
Timing:		

EPISODE # 1034-243

Production:

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 108 Pnl. C Bg. day night

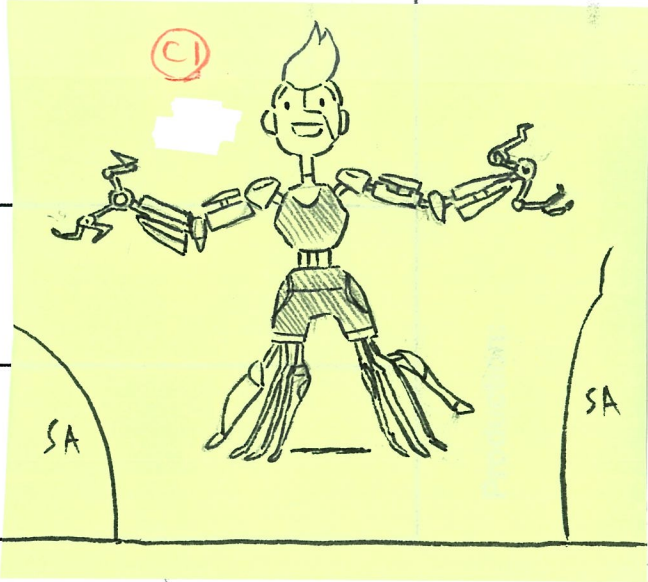
Dialog:

SFX: * WHRR - WHIRR - VMMM *

Action:

- MODS EXPAND OUTWARD.
- TELESCOPING

Timing:



EPISODE # 1034-243

ADVENTURE TIME

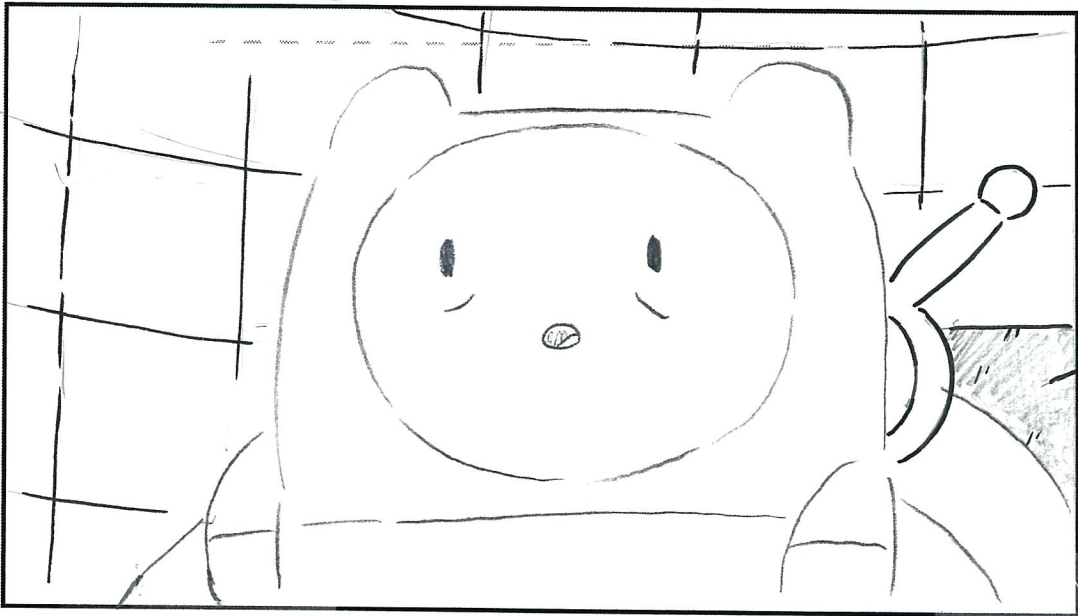


Sc. 109

Pnl. A

Bg.

day night

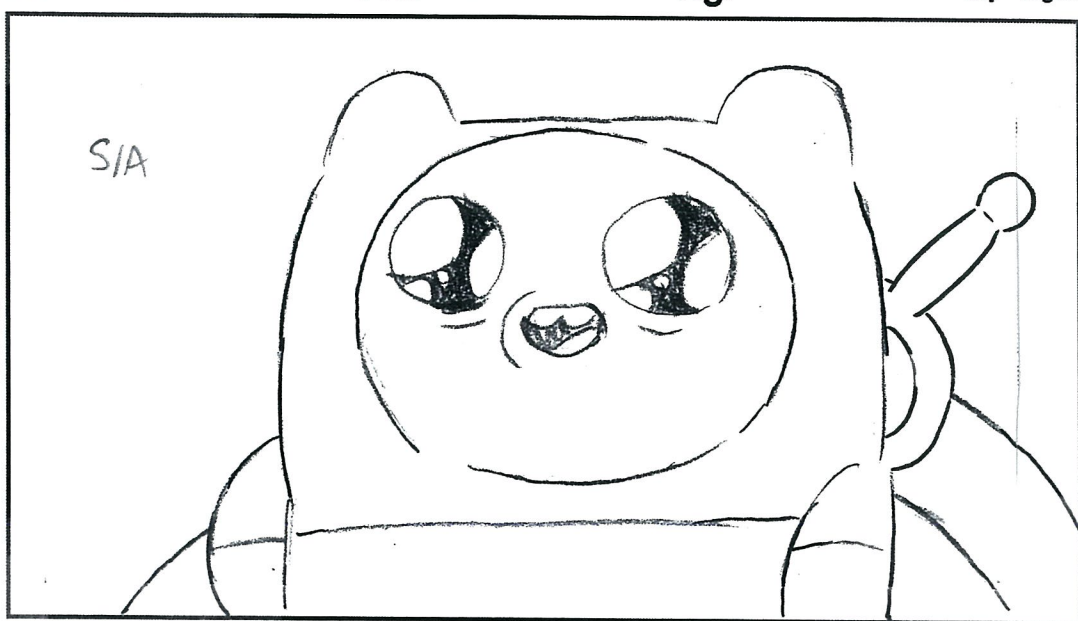


Sc. 109

Pnl. B

Bg.

day night



Dialog:	(F) (AWED) MODS.
Action:	
Timing:	

EPISODE # 1034-243

Production:

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Sc. III Pnl. A

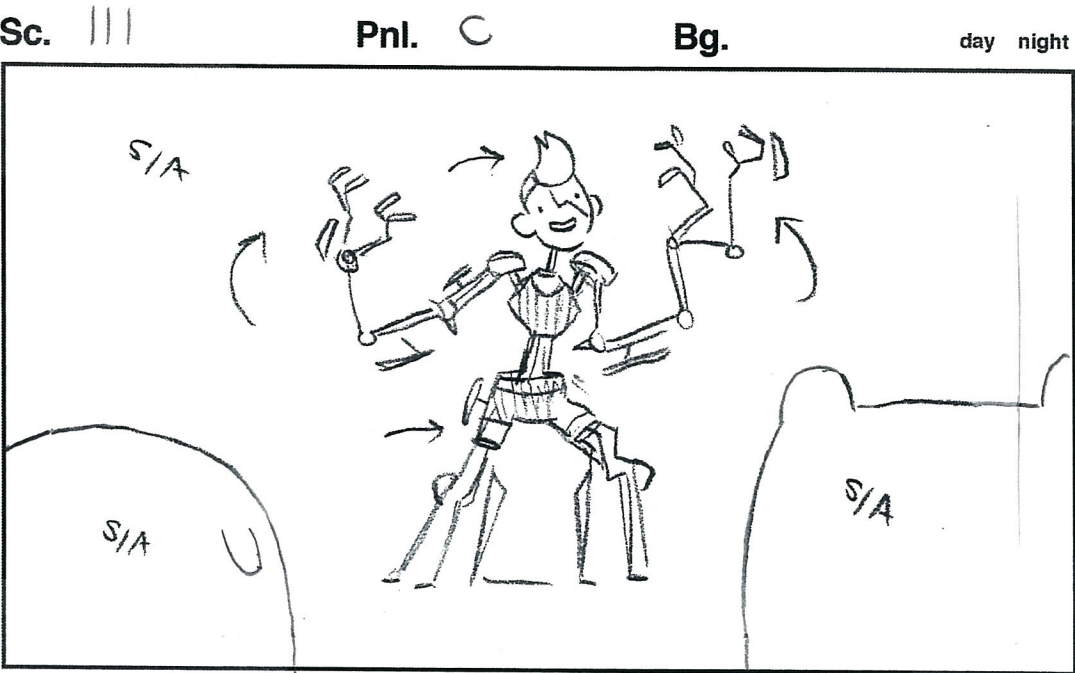
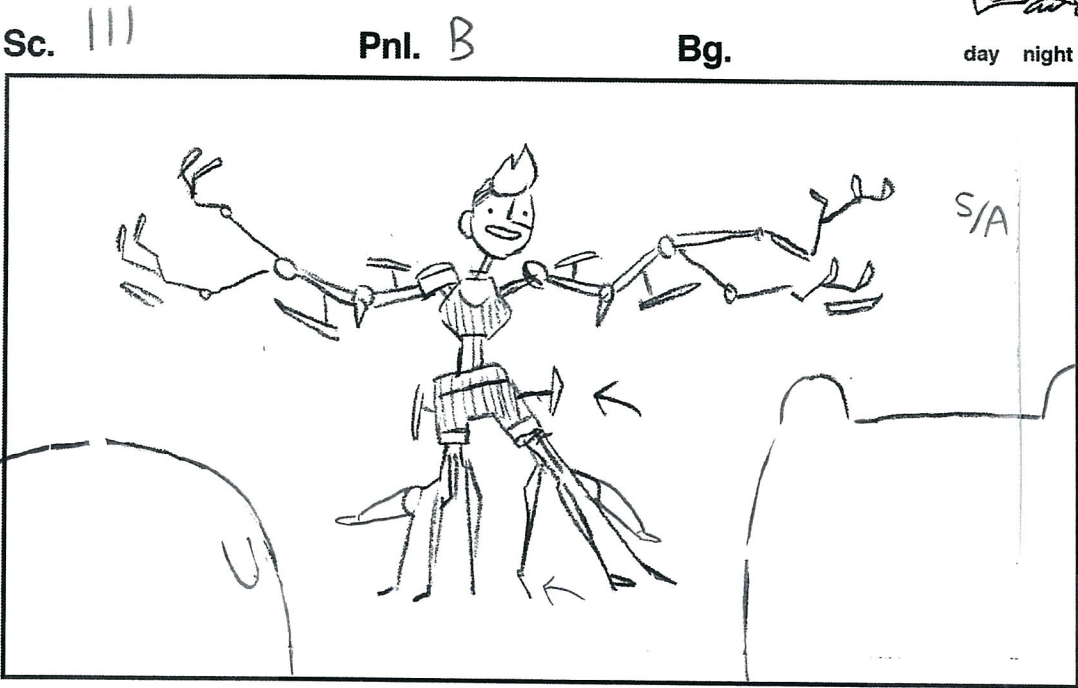
Dialog:
Action:
Timing:

S.P.

EPISODE # 1034-243

Production:

ADVENTURE TIME



Dialog:
<div>DR.G : HUMANS HAVE RELIED --</div> <div>DR.G : ON MODS FOR THOUSANDS OF YEARS.</div>
Action:
Timing:

EPISODE # 1034-243

Production:

ADVENTURE TIME

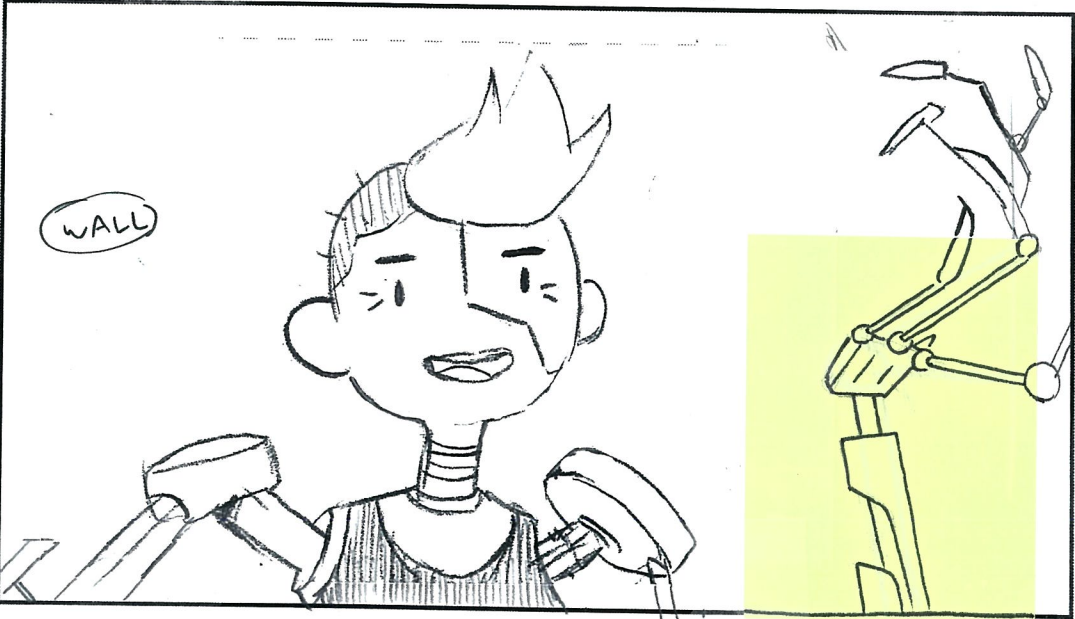


Sc. 112

Pnl. A

Bg.

day night

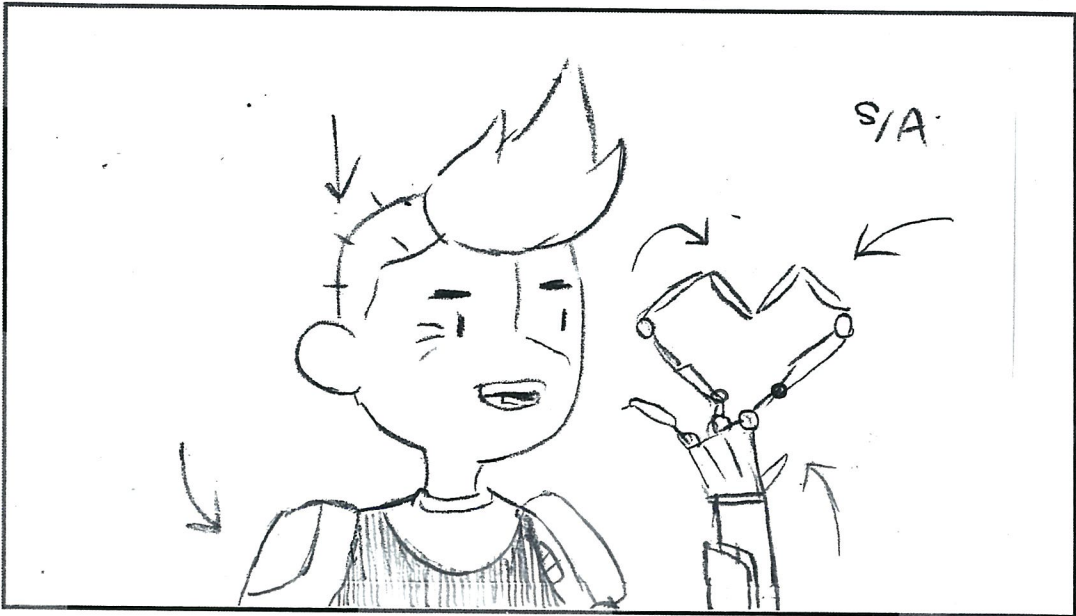


Sc. 112

Pnl. B

Bg.

day night

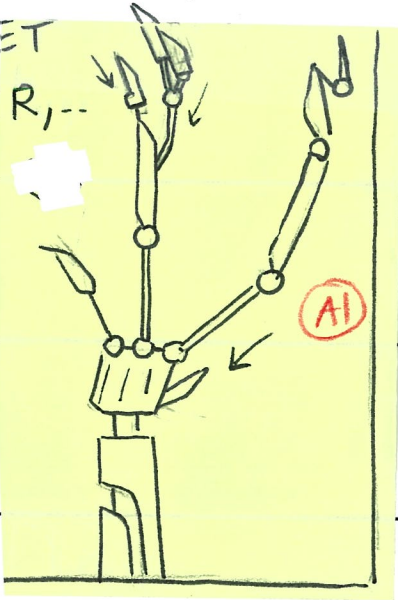


Dialog:

(DR.G) GLASSES TO LET
US SEE BETTER,...

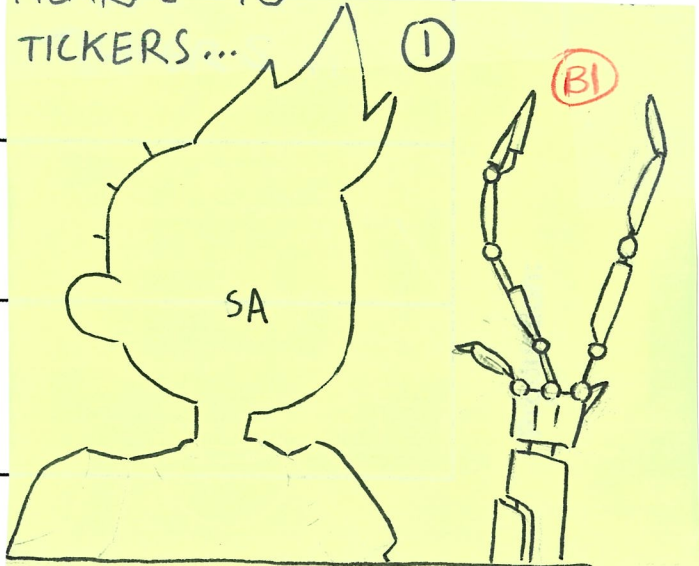
Action:

Timing:



(DR.G) ARTIFICIAL HEARTS TO
REPLACE BUM TICKERS...

DR. G RETRACTS HAND INTO
'HEART' SHAPE.

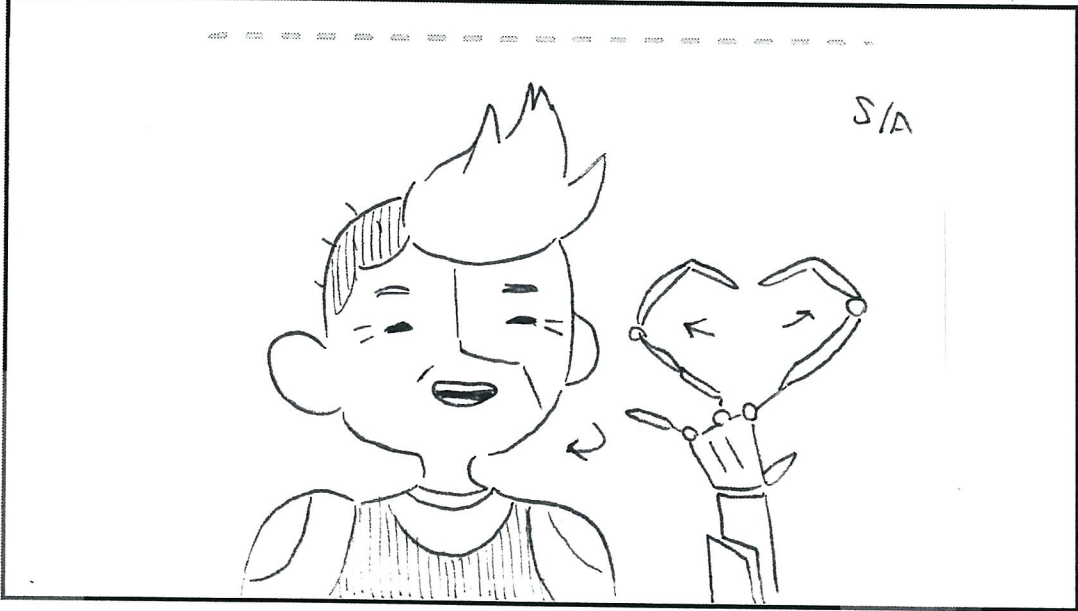


EPISODE # 1034-243

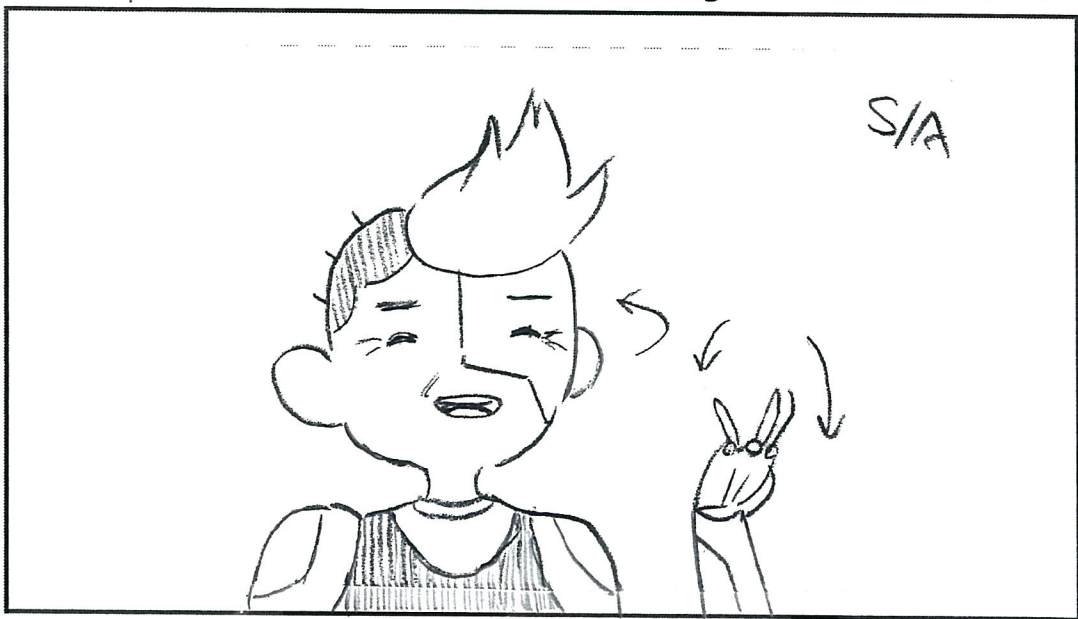
ADVENTURE TIME



Sc. 112 Pnl. C Bg. day night



Sc. 112 Pnl. D Bg. day night



Dialog:	(DR.G) and the next logical step NEXT LOGICAL STEP.	SFX: * SHKK *
Action:		
Timing:		

EPISODE # 1034-243

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

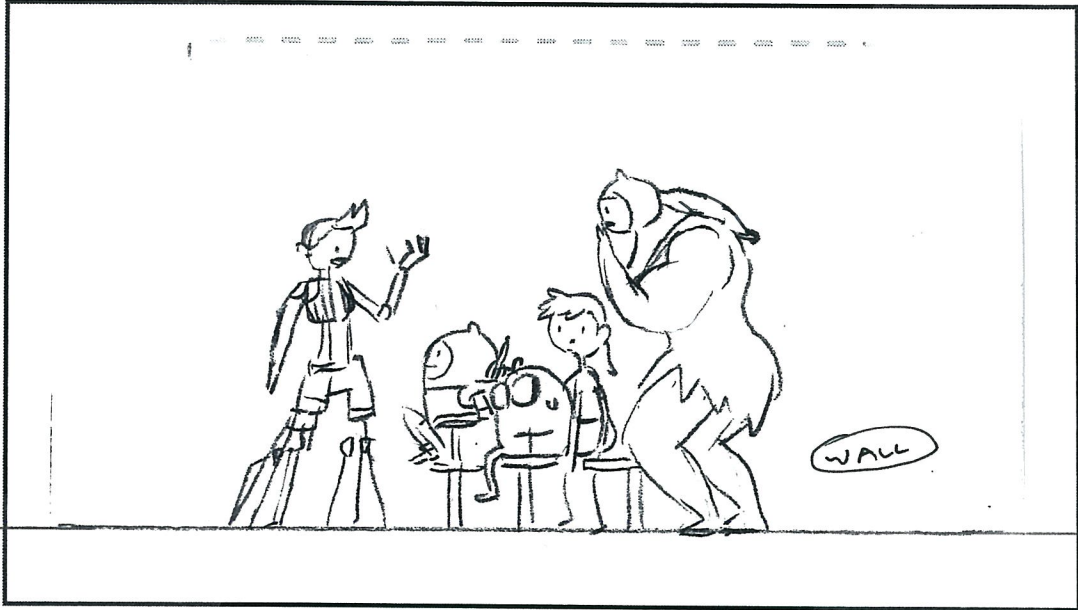


Sc. 113

Pnl. A

Bg.

day night

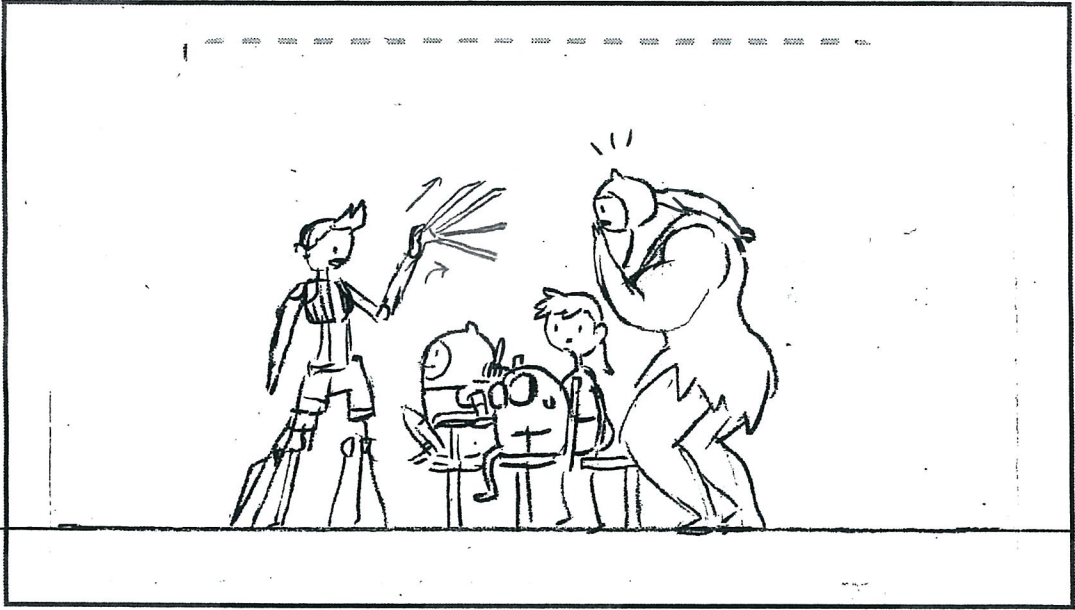


Sc. 113

Pnl. B

Bg.

day night



Dialog:

DR.G SCISSOR HANDS -- SFX: * SHKK * DR.G AND --

Action:

-SCISSOR HAND FORMS.

Timing:

EPISODE # 1034-243

Production:

ADVENTURE TIME



Page 189

START

Sc. 113

Pnl. C

Bg.

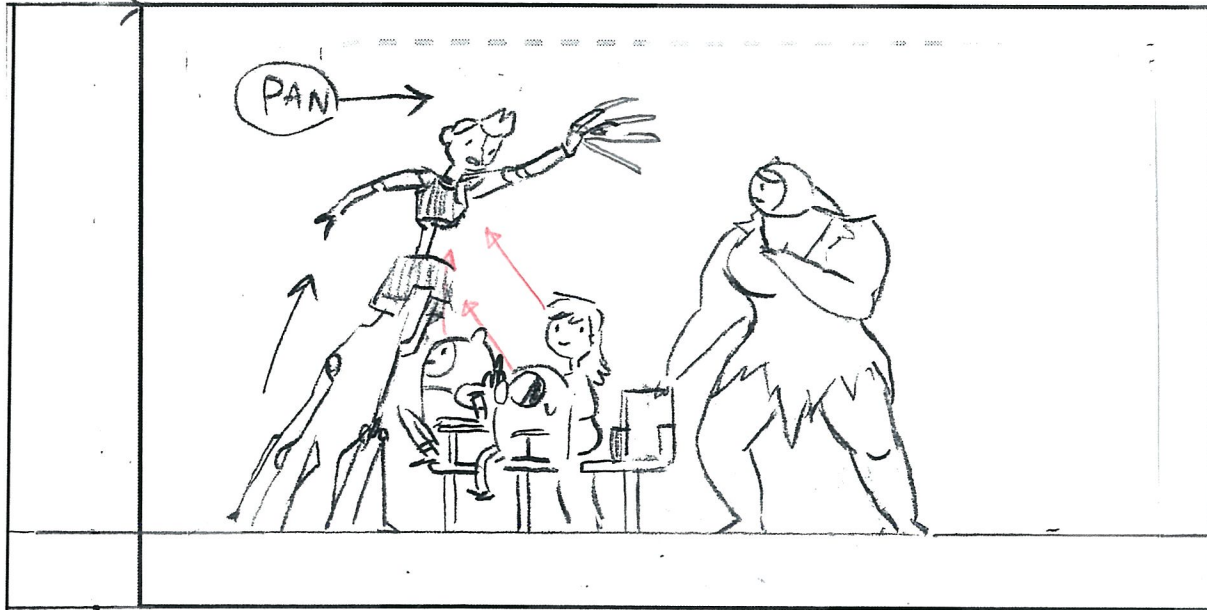
day night

Sc. 113

Pnl. D

Bg.

day night



Dialog:

(DR.G)

Finn, Jake, Tiffany EYES to DR.G.

TELESCOPIC --

(DR.G)

SPIDER-LEGS

Action:

- PAN w/ DR.G.

Timing:

EPISODE # 1034-243

Production:

ADVENTURE TIME



Page 190

Sc. 113

Pnl. E

Bg.

day night

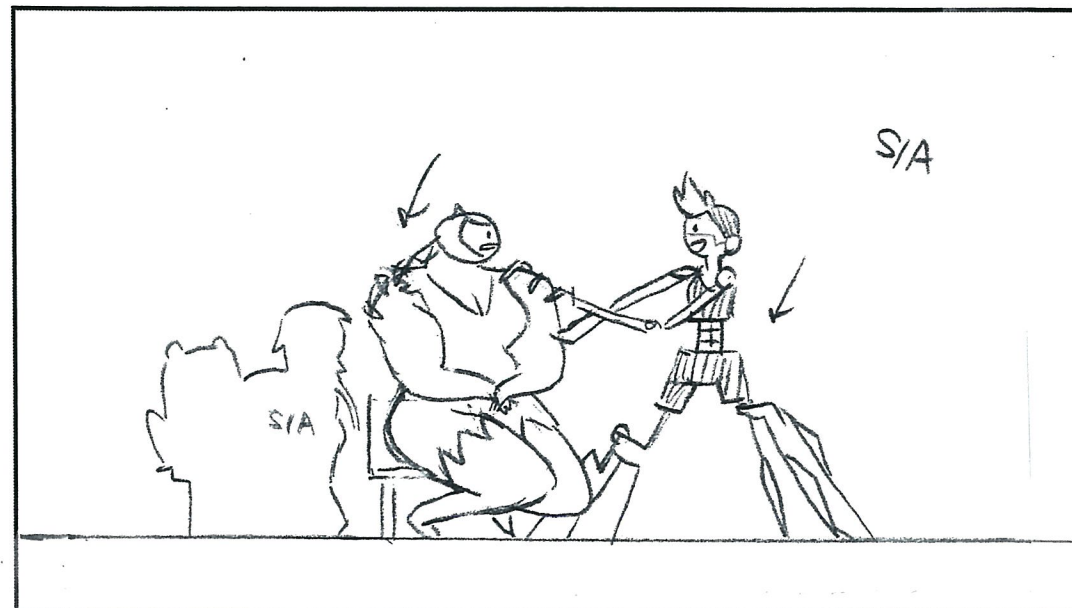


Sc. 113

Pnl. F

Bg.

day night



Dialog:

(DR.G)

AND THE LONGER --

(DR.G)

YOU WORK FOR ME --

Action:

- DR. G GUIDES SS INTO CHAIR

Timing:

EPISODE # 1034-243

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 114 Pnl. A Bg. day night



Sc. 114 Pnl. B Bg. day night

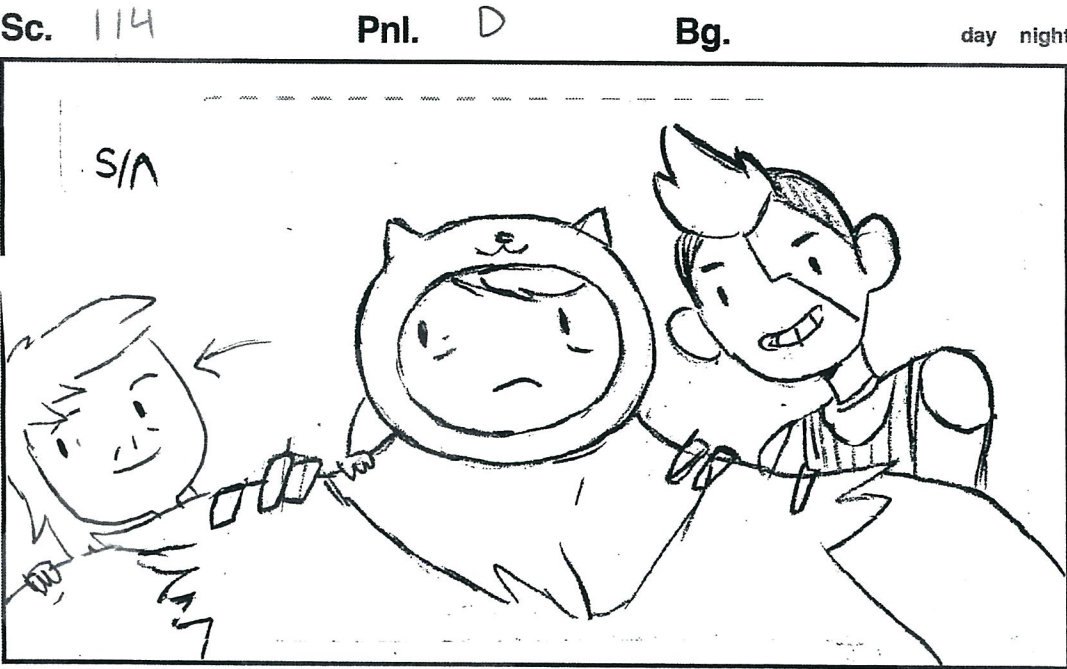
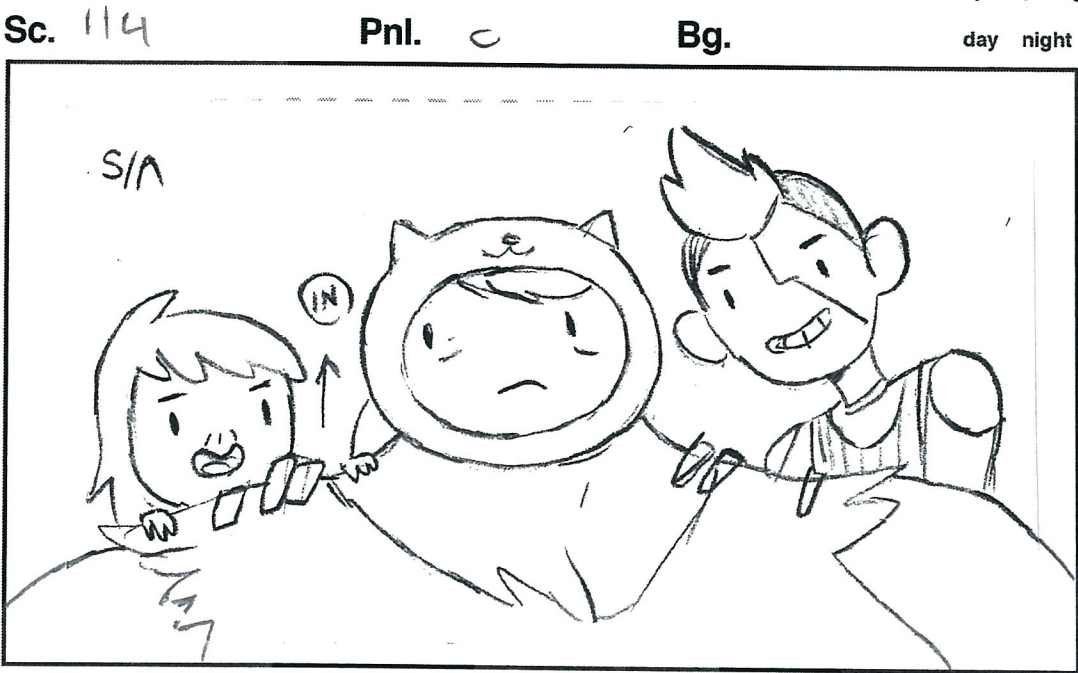


Dialog:	(DR.G) (o/s) THE MORE MODS YOU'LL EARN.	(DR.G) IT'S LIKE AN INCENTIVE PROGRAM
Action:	-DR.G LEANS ON/S	
Timing:		

EPISODE # 1034-243

Production:

ADVENTURE TIME



Dialog:	
(T) (OVERLAPS DR. G'S DIALOG)	IT'S A <u>GREAT</u> PROGRAM.
Action:	- T. RISES ON/S. -T. LOOKS DOWN TOWARDS JAKE/ SLIDES.
Timing:	

EPISODE # 1034-243

Production:

ADVENTURE TIME



Sc. 114

Pnl. €

Bg.

Page 193
day night



Dialog:

Action:
- T. SLIDES
AROUND SUSAN'S
SHOULDER.
- PAN W/ TIFFANY.

Timing:

EPISODE # 1034-243

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

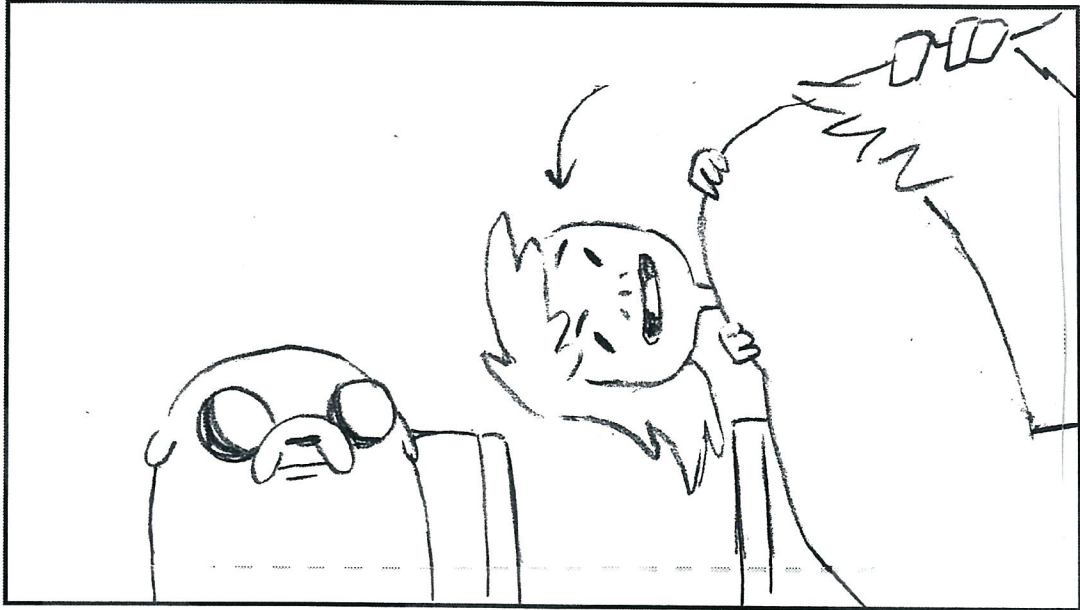


Sc. 114

Pnl. F

Bg.

day night

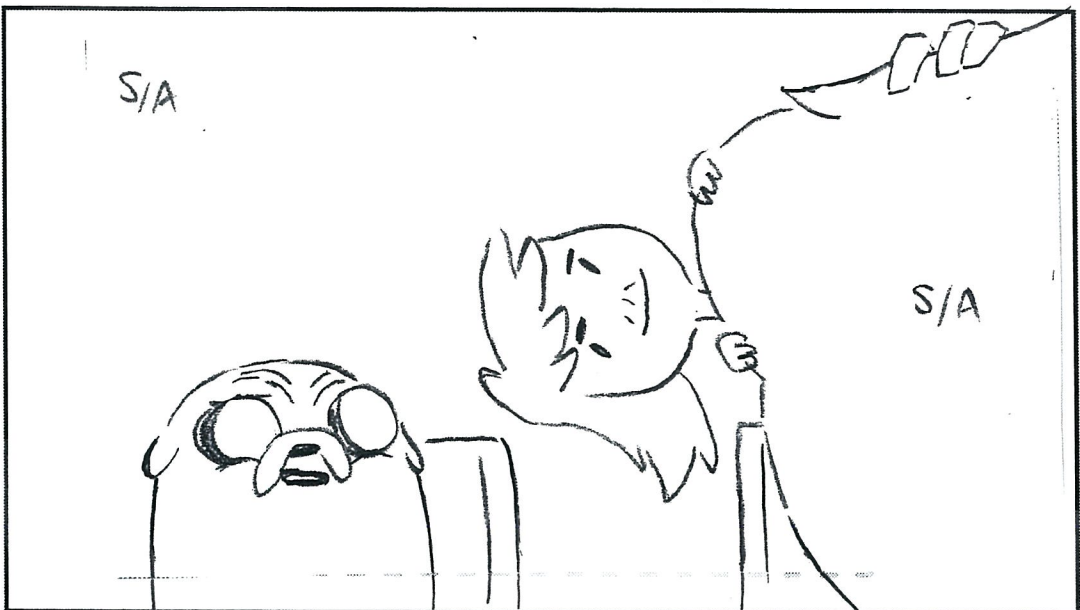


Sc. 114

Pnl. G

Bg.

day night



Dialog:

① COOL, HUH.

② SURE, MODS ARE COOL --

Action:

Timing:

EPISODE # 1034-243

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



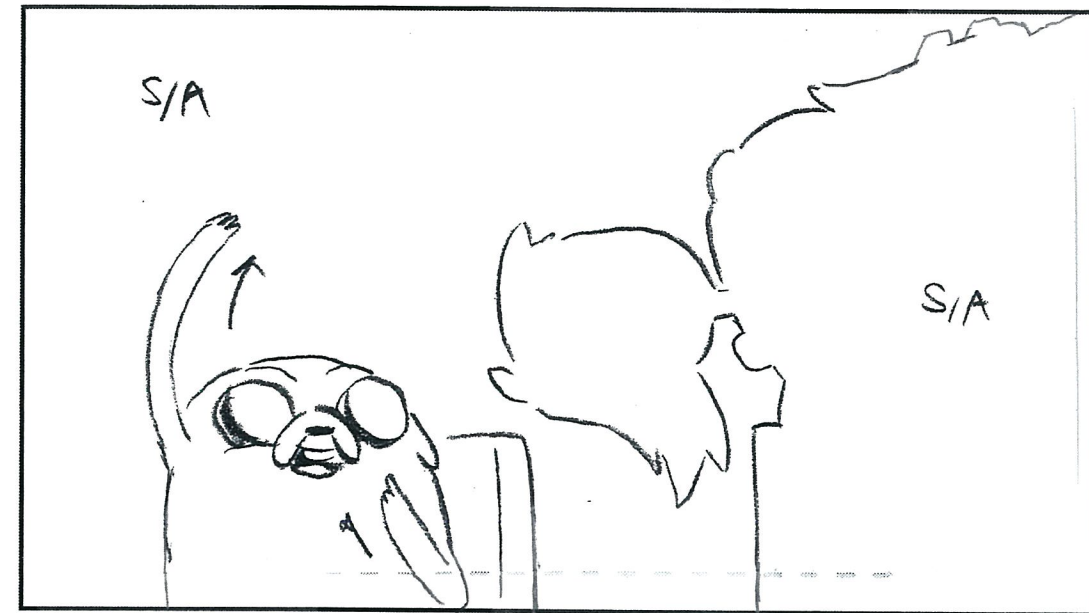
Page 195

Sc. 114

Pnl. H

Bg.

day night



Sc. 114

Pnl. I

Bg.

day night



Dialog:	
① BUT CHECK OUT <u>MY</u> STRETCHY POWERS, DR. G --	① 100% NATCHY
Action:	
	-J. EXTENDS ARM -ADJ. w/ ACTION
Timing:	

Production:

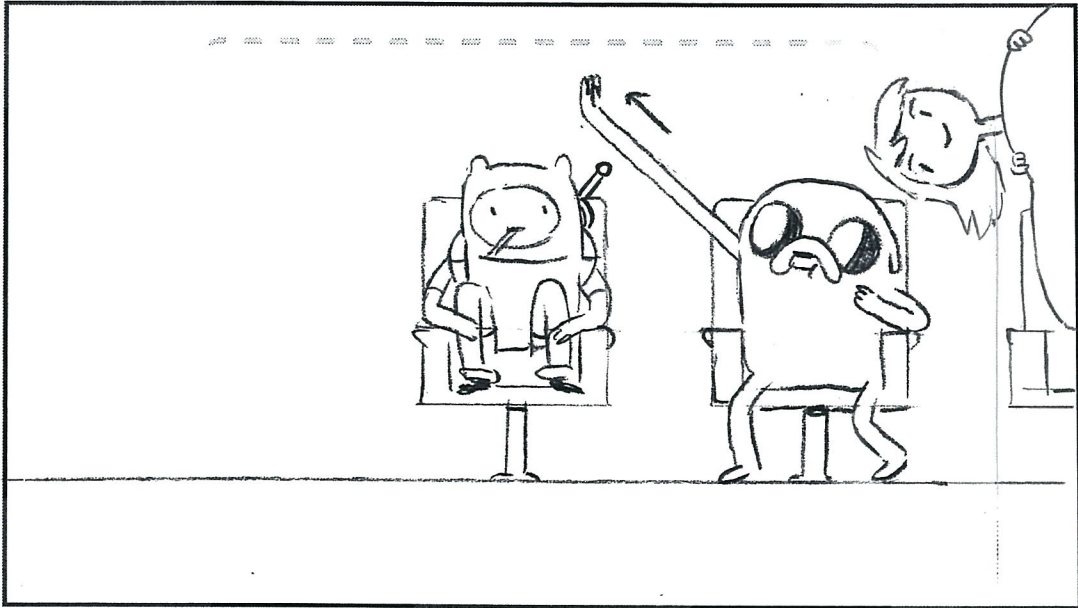
START

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

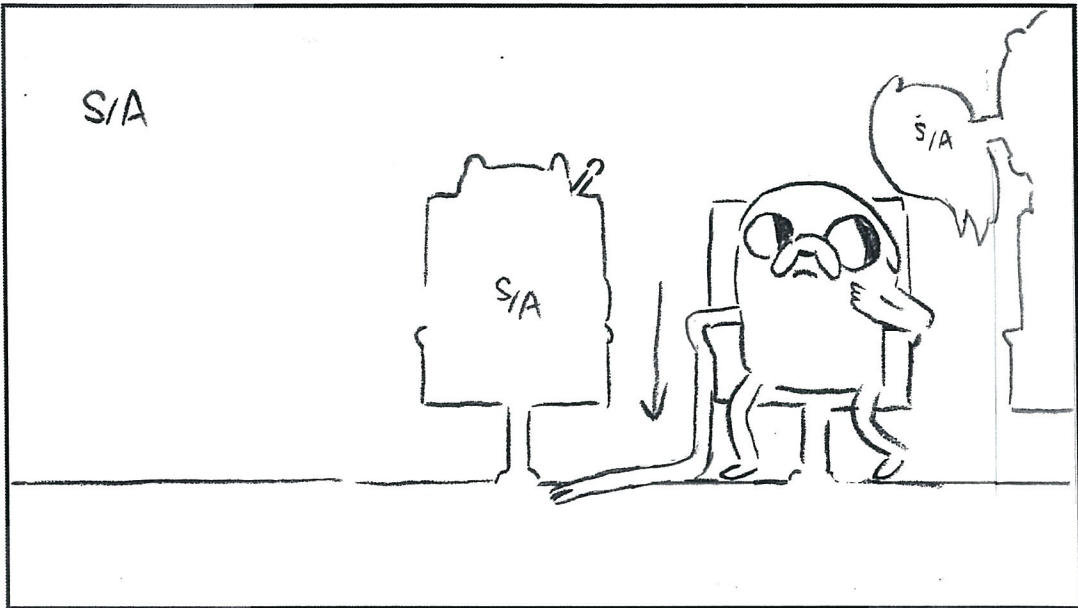
ADVENTURE TIME



Sc. 115 Pnl. A Bg. day night



Sc. 115 Pnl. B Bg. day night



Dialog:

SFX: * RRR *

SFX: * FWMP *

Action:

-J. TRIES TO STRETCH ARM.

-J'S ARM COLLAPSES TO FLOOR.

Timing:



EPISODE # 1034-243

Production:

ADVENTURE TIME



Sc. 115 Pnl. C Bg. day night

Sc. 115 Pnl. D Bg. day night

Dialog:

SFX: * FWMP *

1

Action:

-J. FALLS TO THE GROUND QUICKLY.

Timing:

EPISODE # 1034-243

Production:

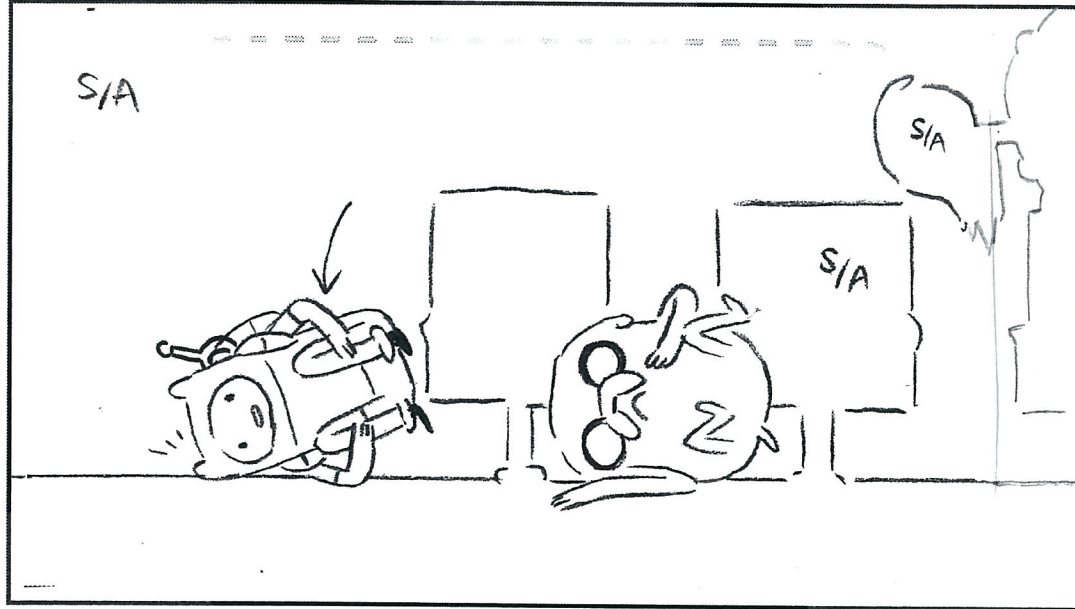
©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

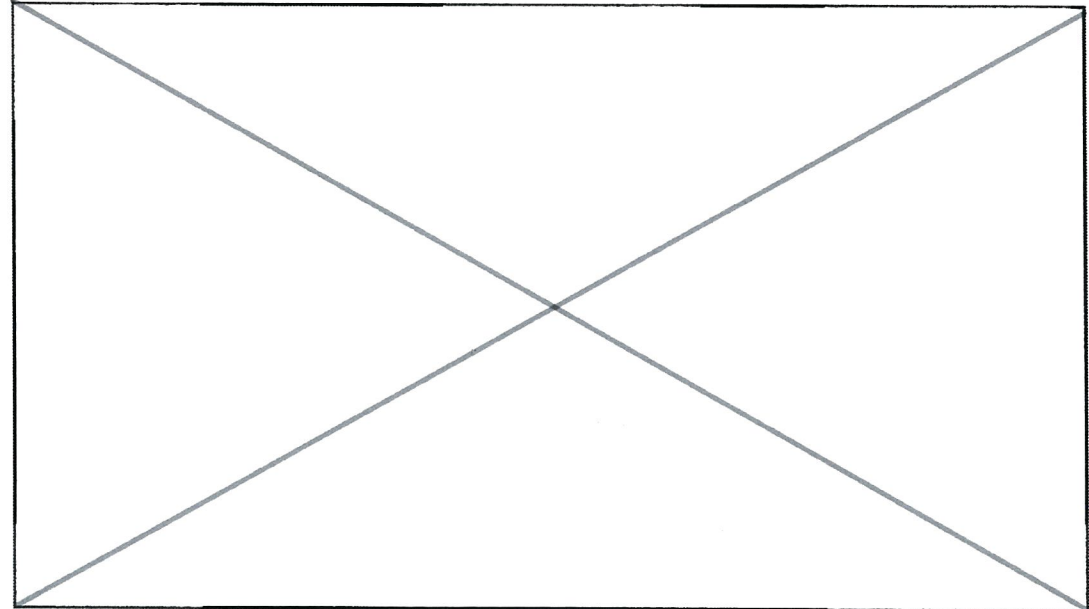


Page 198

Sc. 115 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



Dialog:

F/ Ooof

SFX: * FWMP *

Action:

-FINN FALLS OVER.

Timing:

- FALLS ARE RIGID/STIFF/FAST.

EPISODE # 1034-243

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 116. Pnl. A Bg. day night

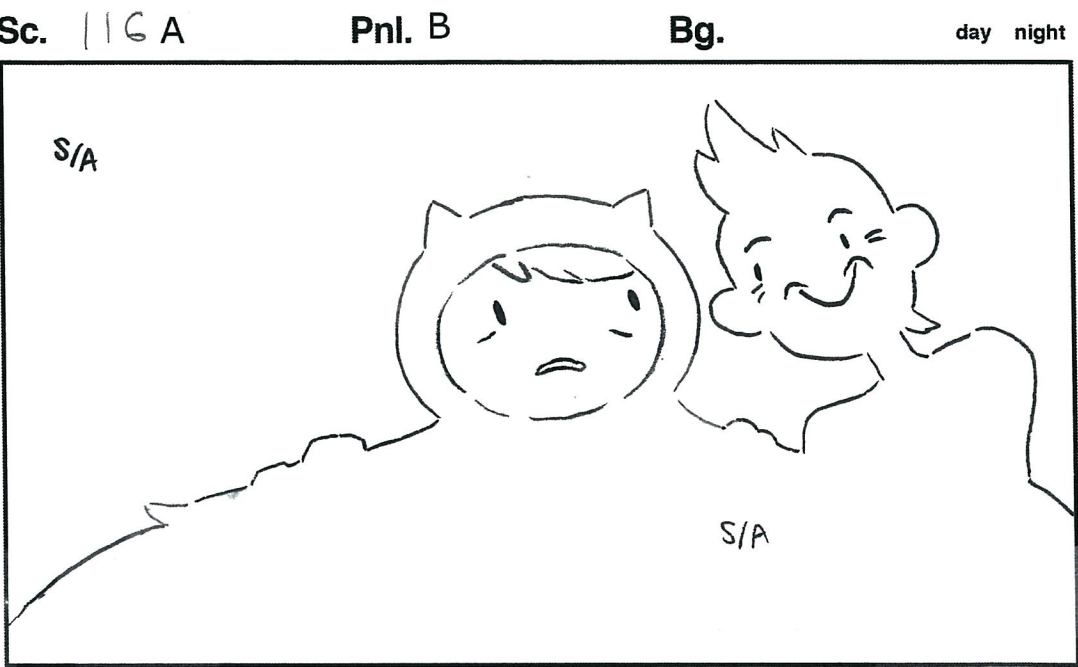
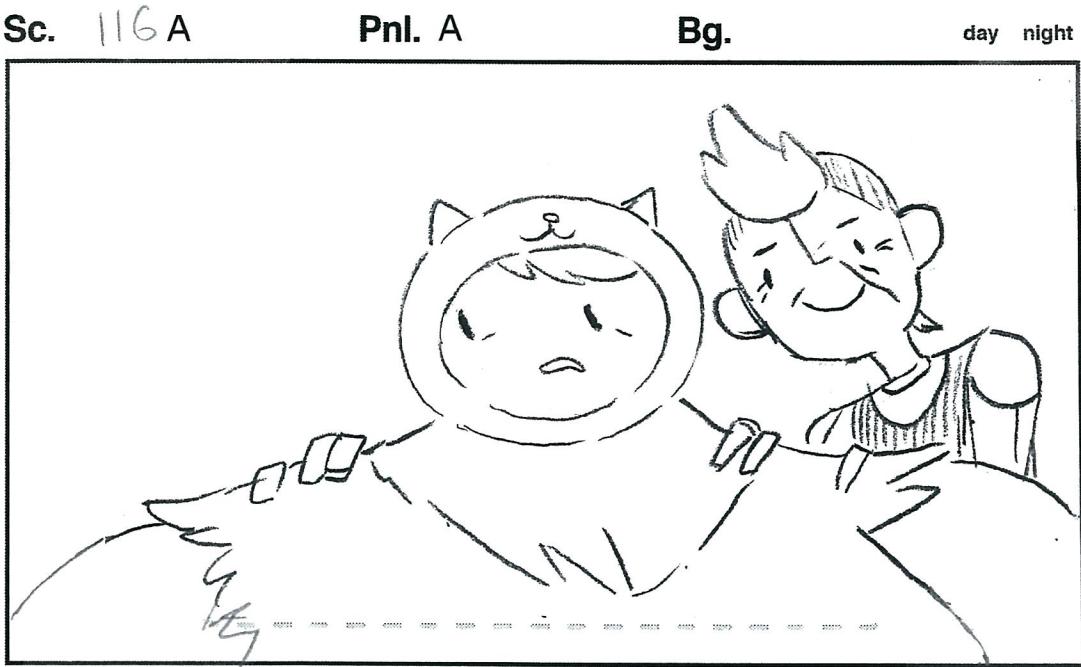
Sc. 116 Pnl. B Bg. day night

Dialog:	
Ⓕ I CAN'T MOVE MY LIMBS SLASH TORSO.	Ⓕ DR. GROSS --
Action:	
- F'S EYES DART BACK AND FORTH	- F. LOOKS UP.
Timing:	

EPISODE # 1034-243

Production:

ADVENTURE TIME

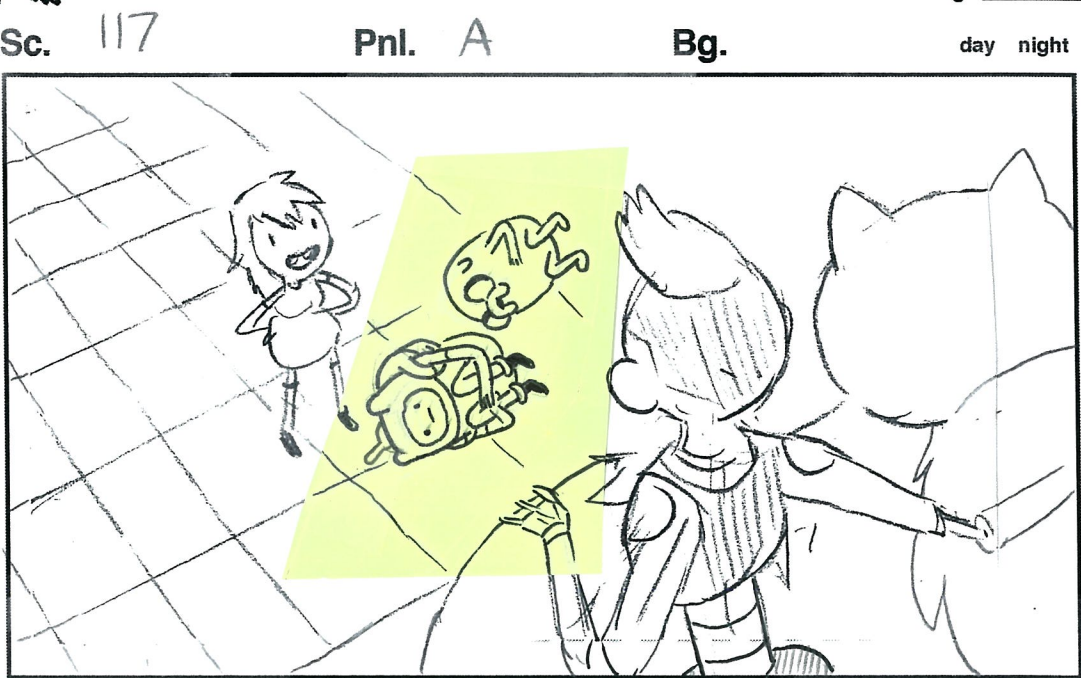
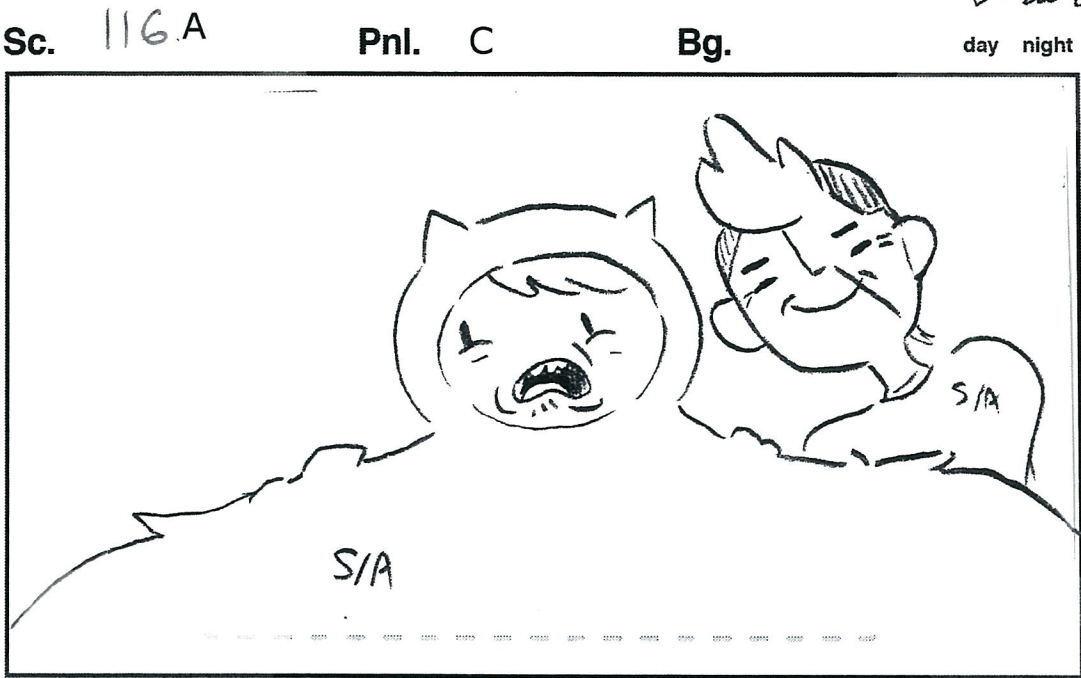


Dialog:	(F) (O/S) HELP!
Action:	- SS GLANCES AT DR. G. - DR. G SMILES WIDER AT SUSAN.
Timing:	

EPISODE # 1034-243

Production:

ADVENTURE TIME



Dialog:

SUSAN [FAKE STRUGGLING]
ER - UH, SUSAN STUCK TOO!

Ⓣ (REALIZATION)
OHHH --

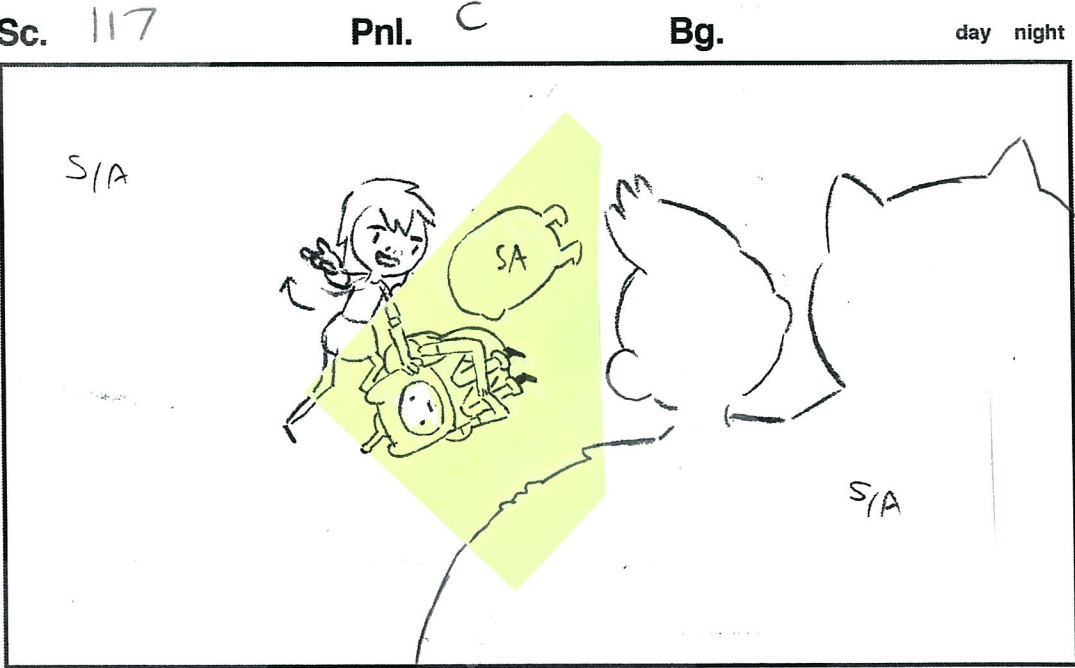
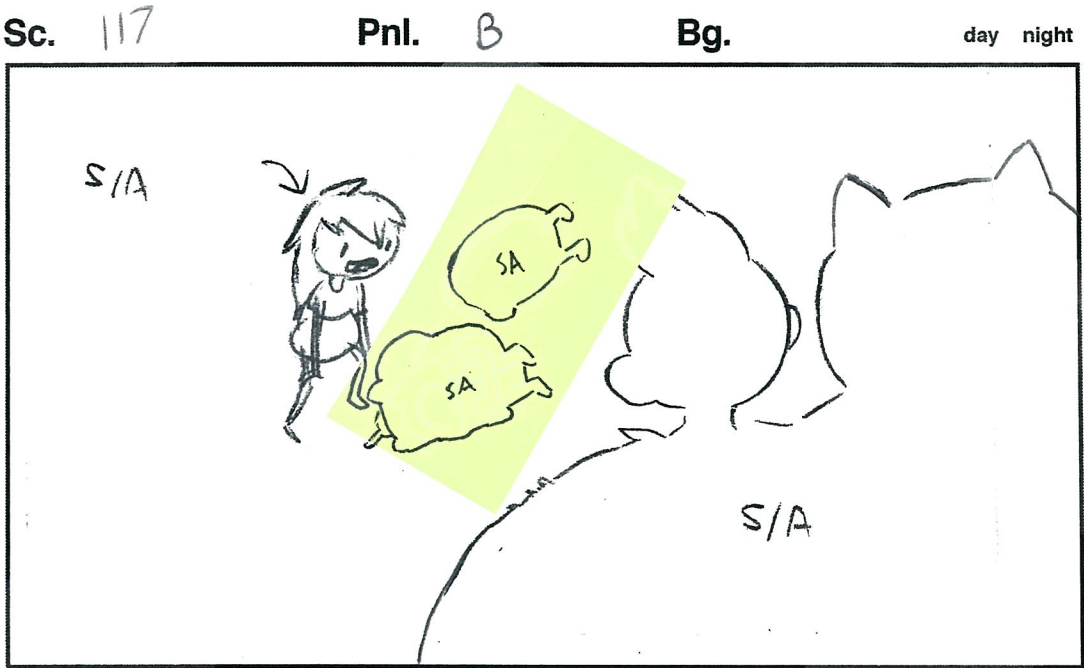
Action:

Timing:

EPISODE # 1034-243

Production:

ADVENTURE TIME



Dialog:	
⑦ YOU PUT THE PARALYZING JUICE IN THE CANDY.	⑦ (PROUD, TO FINN) MY BOSS IS SO SMART.
Action:	- T. GESTURES TOWARDS PR. G.
Timing:	

EPISODE # 1034-243

Production:

ADVENTURE TIME



Sc. 118

Pnl. A

Bg.

day night

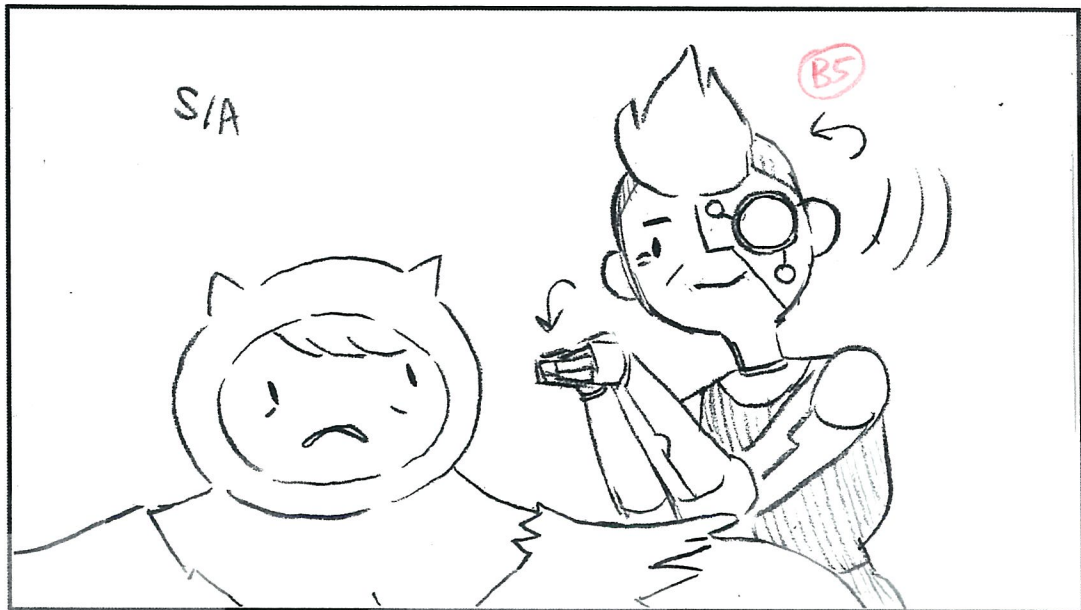


Sc. 118

Pnl. B

Bg.

day night

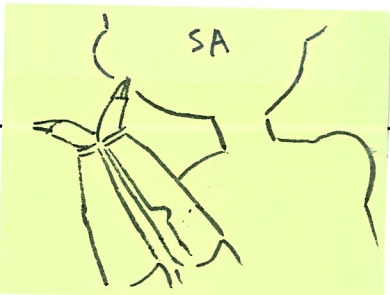


Dialog:

DR.G Yes, yes. NOW LET'S GET TO WORK.

Action: - DR. G CLAPS

A1



Timing:

- DR. G'S LEFT EYE TRANSFORMS INTO A LENSE/ EYE PIECE:

TIMING NOTE:
REF LSP TRANSFORMATION
IN "FINN MEETS HIS HERO"
season 2 ep. 25

B1



EPISODE # 1034-243

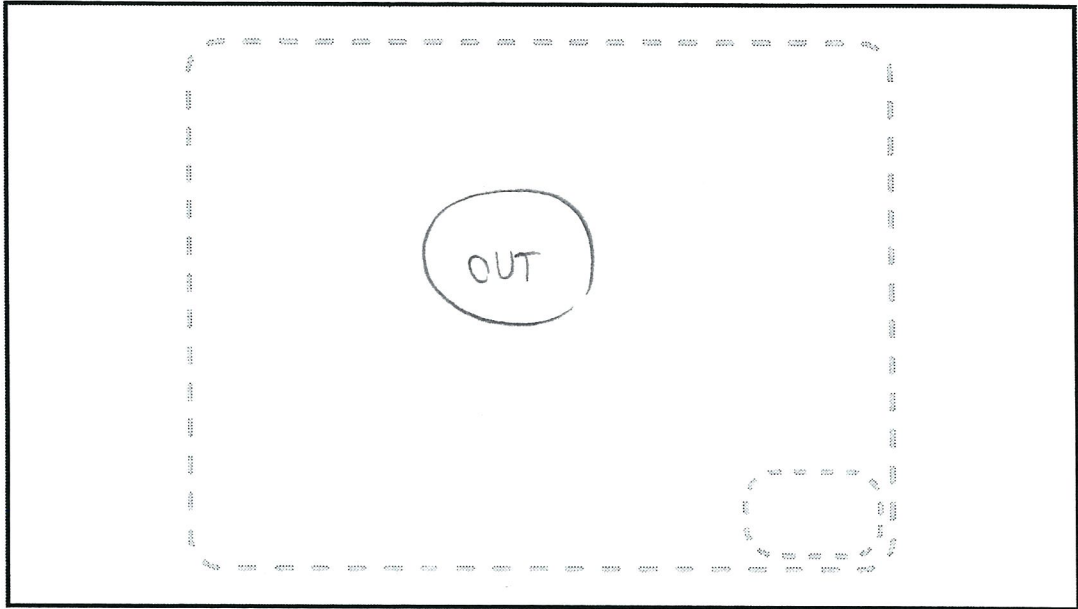
ADVENTURE TIME



Sc. 118 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:
<div>DR.G (ROBOTIC-ECHO)</div> <div>ASSISTANTS...</div>
Action:
Timing:

EPISODE # 1034-243

Production:

ADVENTURE TIME

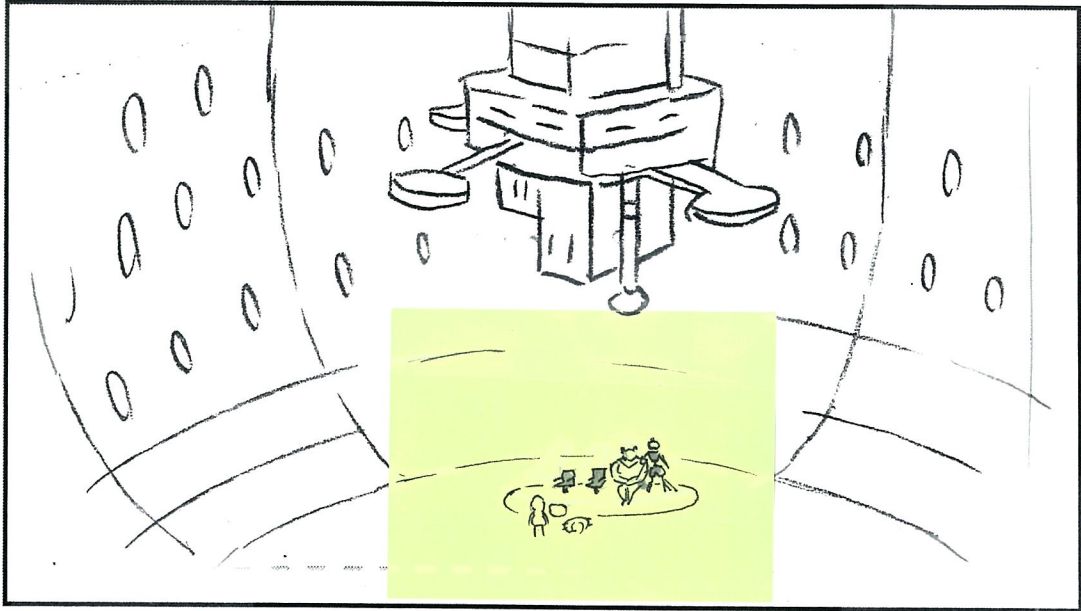


Sc. 119

Pnl. A

Bg.

day night

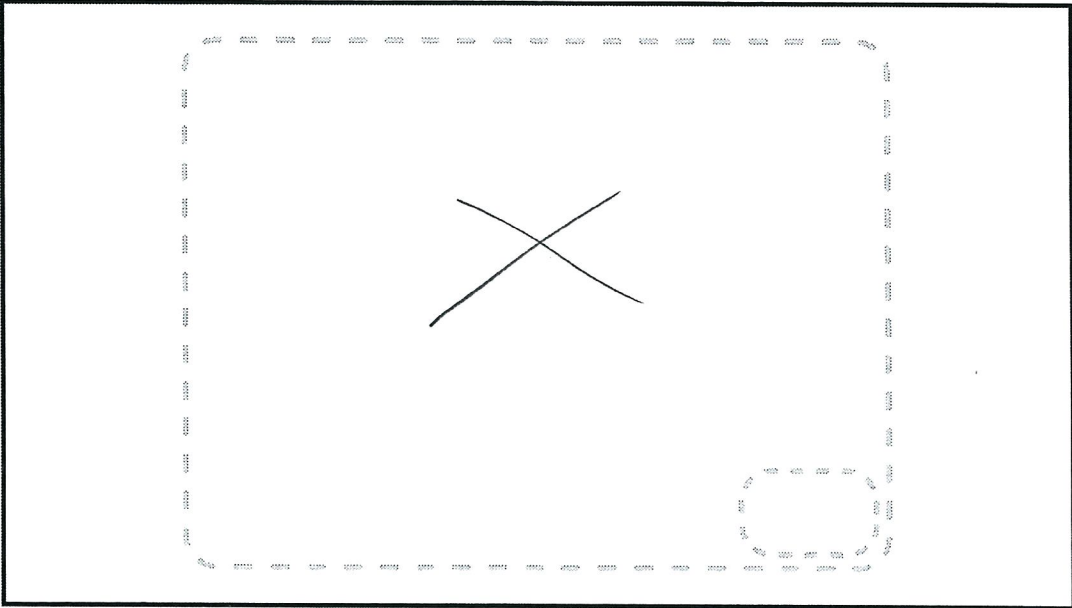


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:



EPISODE # 1034-243

Production:

ADVENTURE TIME

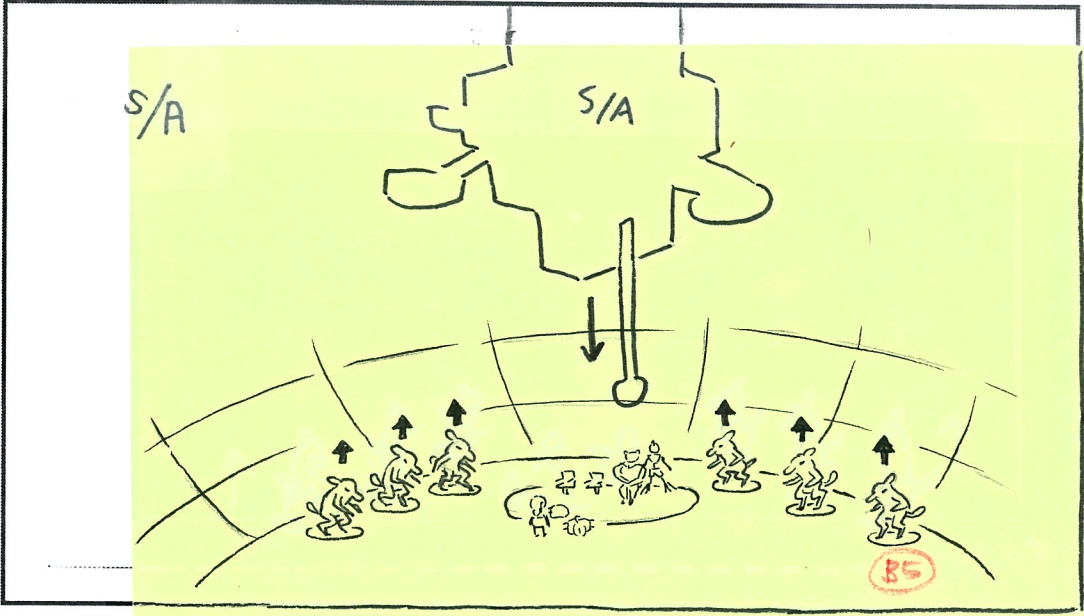


Sc. 119

Pnl. B

Bg.

day night

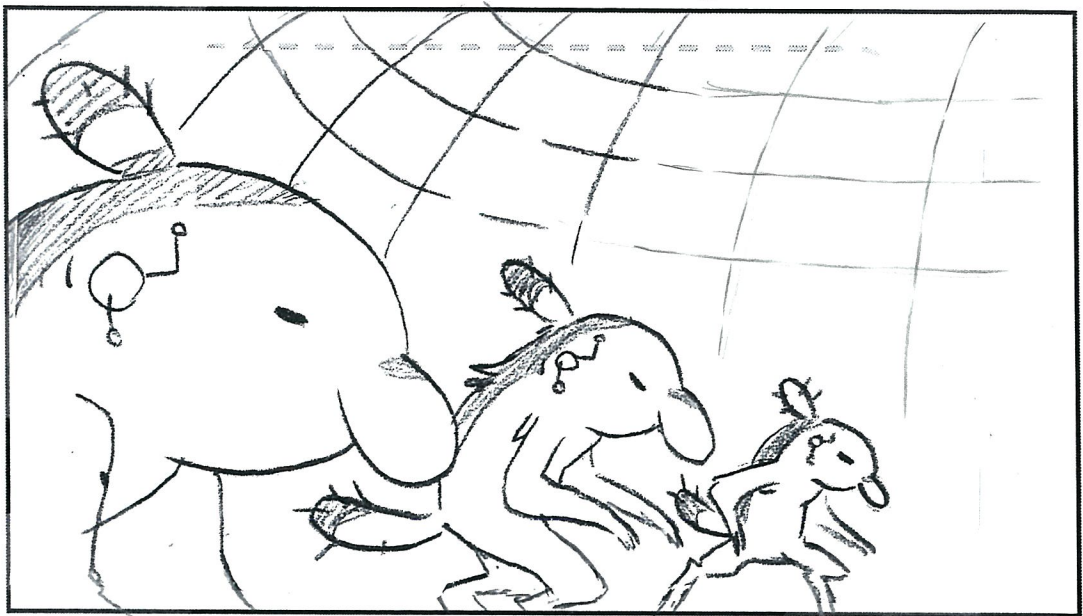


Sc. 120

Pnl. A

Bg.

day night



Dialog:

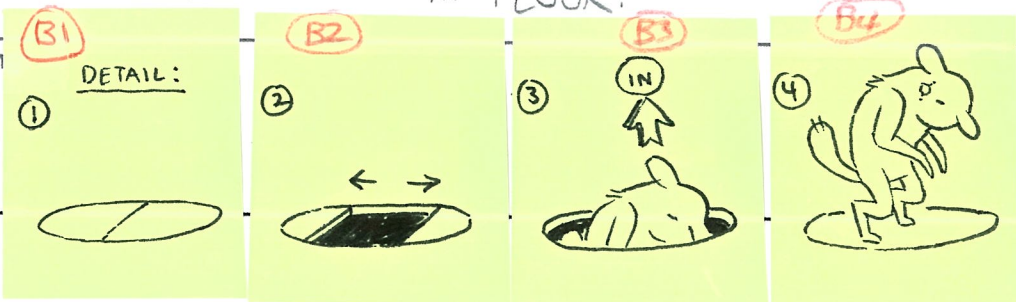
SFX/ Portal Sounds

Ⓡ (o/s) WOLF-LARDS!

Action:

- WOLF-LARDS EMERGE FROM OPEN COMPARTMENTS IN FLOOR.

Timin



EPISODE # 1034-243

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 121 Pnl. A Bg. day night

Sc. 121 Pnl. B Bg. day night

WolfLard #1

EPISODE # 1034-243

Dialog: (T) THEY GOT THE HIGH ENDURANCE OF A SEA LARD COMBINED WITH THE BLOOD-THIRSTY-

Action: -WOLF-LARDS WALK ON/S.

Timing:

#2 WolfLard

(B1)

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 121 Pnl. C Bg. day night

Dialog:

Action:

Timing:

Ⓣ KILLER INSTINCTS

-LARD WOLVES PICK UP F&J.



EPISODE # 1034-243

Production:

ADVENTURE TIME

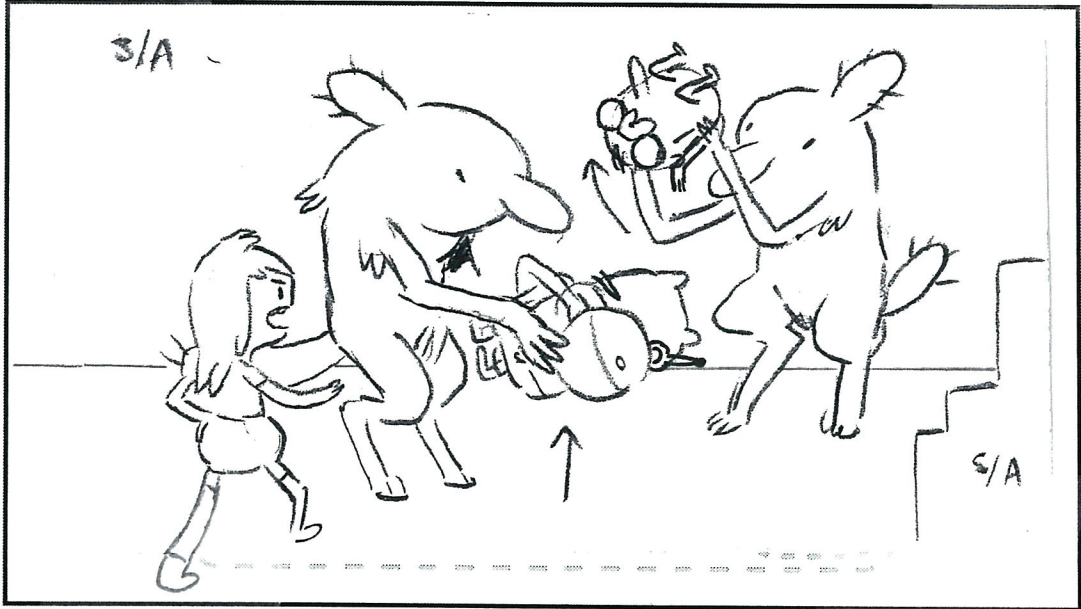


Sc. 121

Pnl. D

Bg.

day night

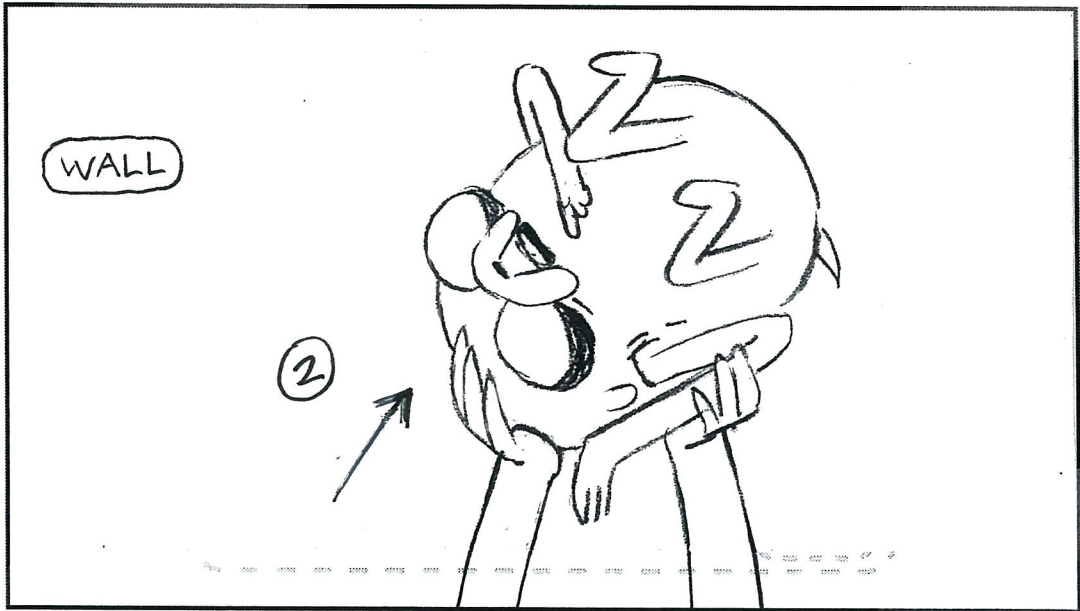


Sc. 122

Pnl. A

Bg.

day night

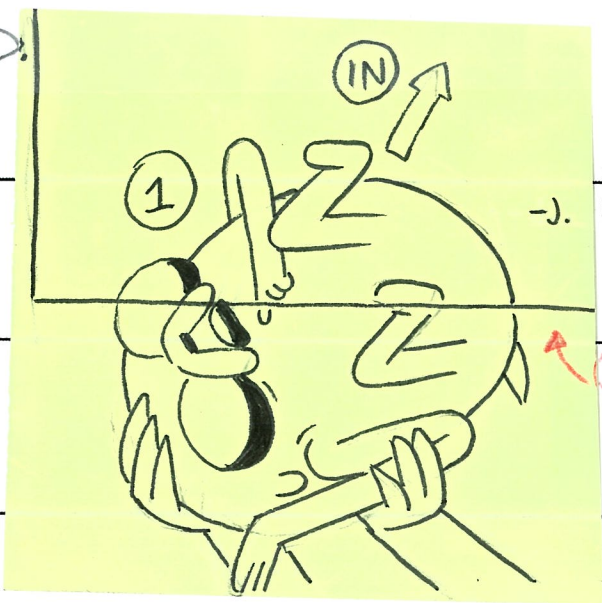


Dialog:

(T) OF A SEA LARD.

Action:

Timing:



(J) IS THIS STILL PART OF THE TOUR.

-J. IS LIFTED HIGHER.

(A)

EPISODE # 1034-243

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 210

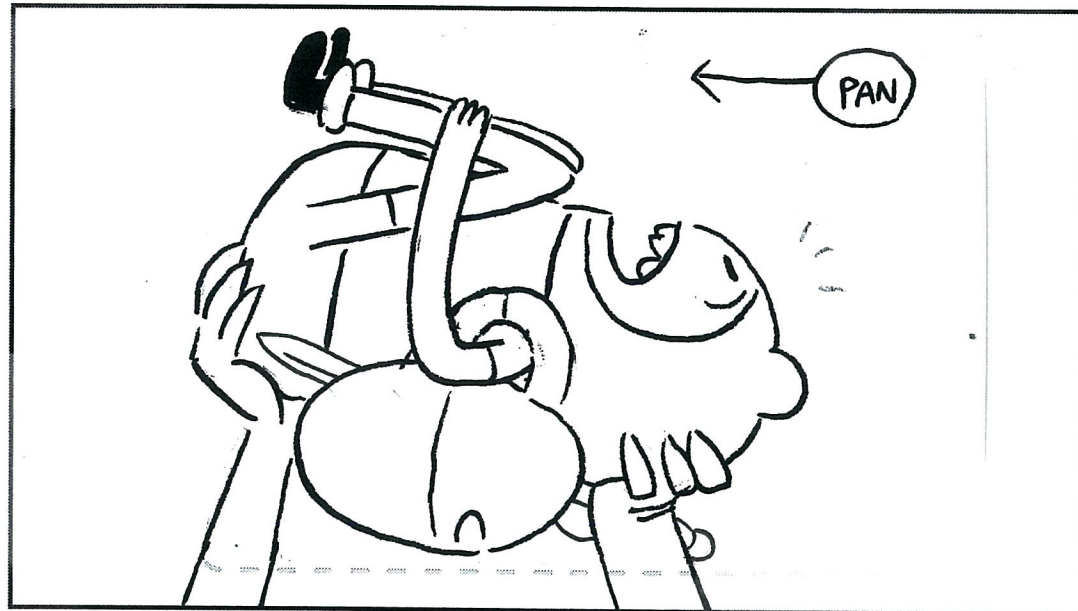
Sc. 122

Pnl.

B.

Bg.

day night

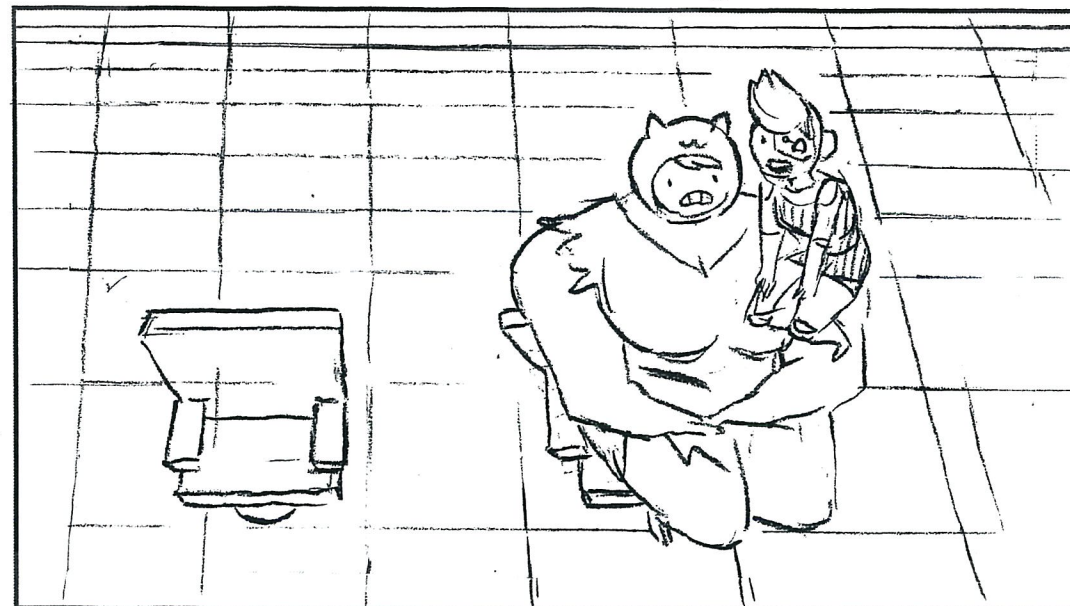


Sc. 123

Pnl. A

Bg.

day night



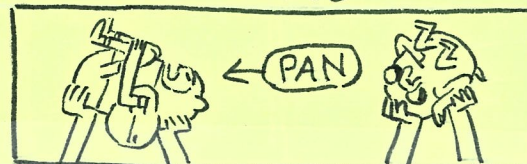
Dialog:

(F) WHAT ARE YOU DOING, DR. GROSS!

(DR.G) HA, THEY USED TO ASK ME THAT ALL THE TIME --

Action: - PAN LEFT TO FINN.

CAM. MOVE

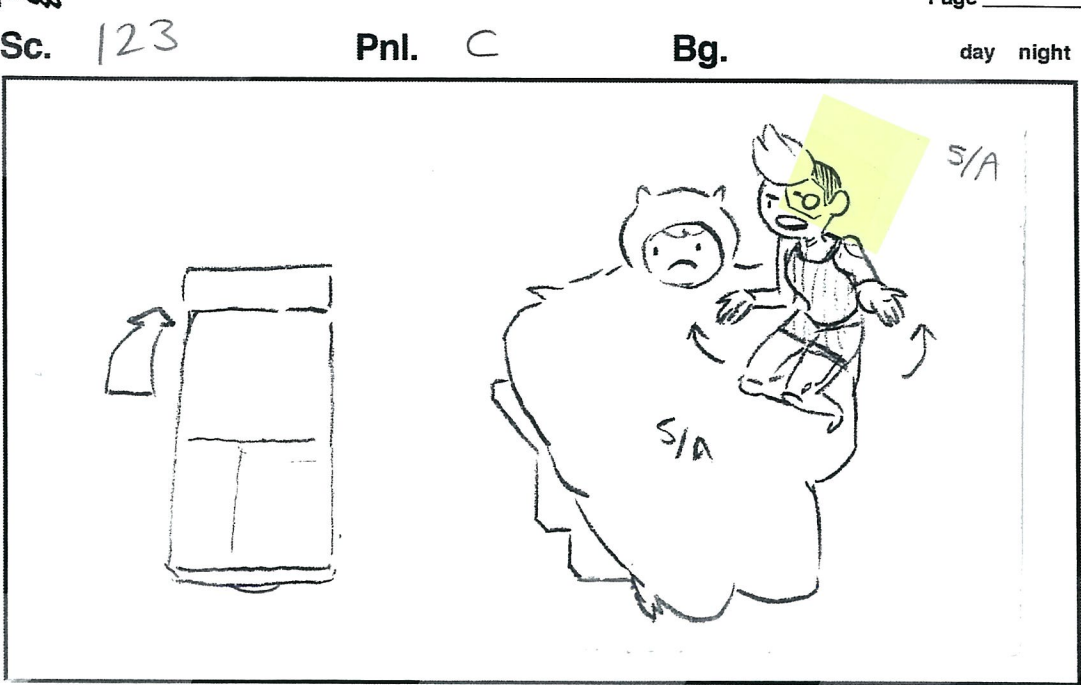
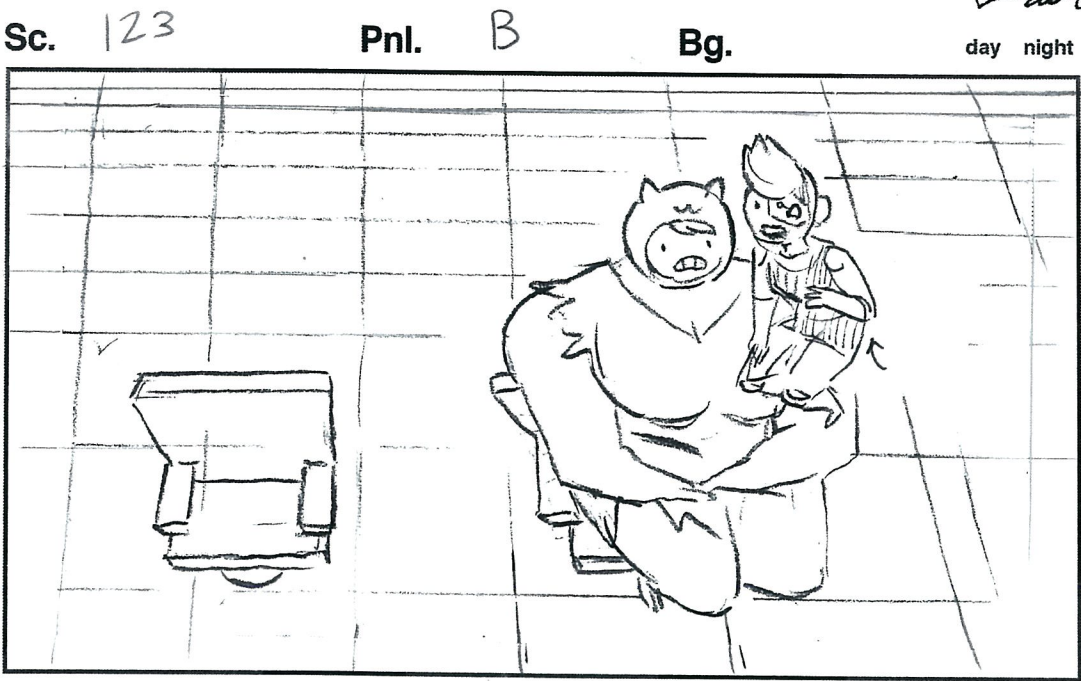


Timing:

EPISODE # 1034-243

Production:

ADVENTURE TIME



Dialog:	<p>DR.G BACK AT THE ISLAND</p> <p>DR.G " WHAT ARE YOU DOING DR. GROSS ?"</p>
Action:	
Timing:	

EPISODE # 1034-243

Production:

ADVENTURE TIME



Page 212

Sc. 123

Pnl. D

Bg.

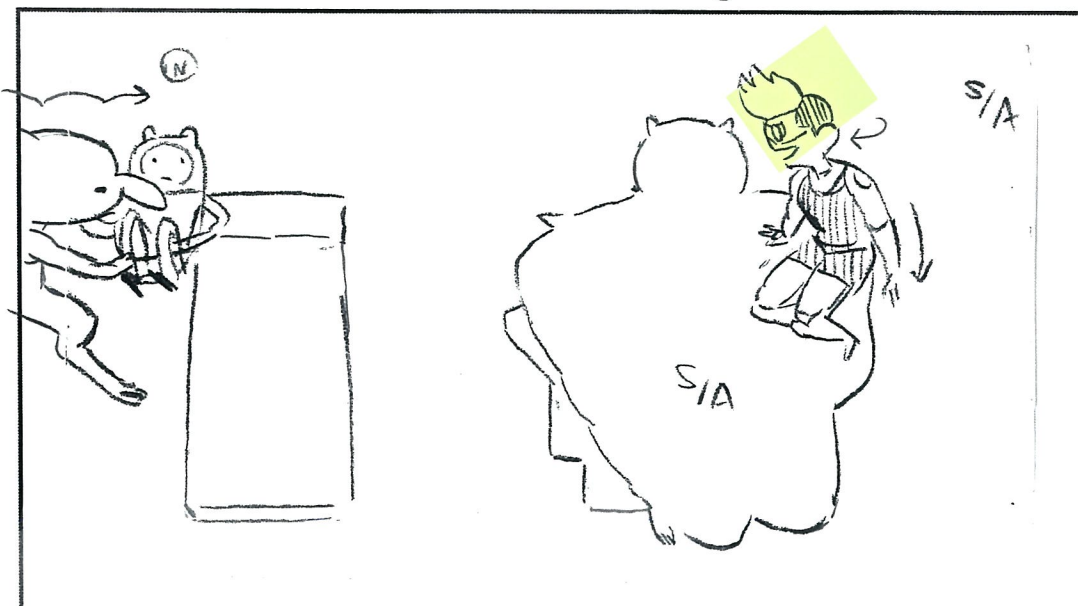
day night

Sc. 123

Pnl. E

Bg.

day night



Dialog:

(DR.G) "YOU'LL NEVER GET
AWAY WITH THIS"

Action:

-L. WOLF CARRIES FINN ON/S.

Timing:

EPISODE # 1034-243

Production:

ADVENTURE TIME

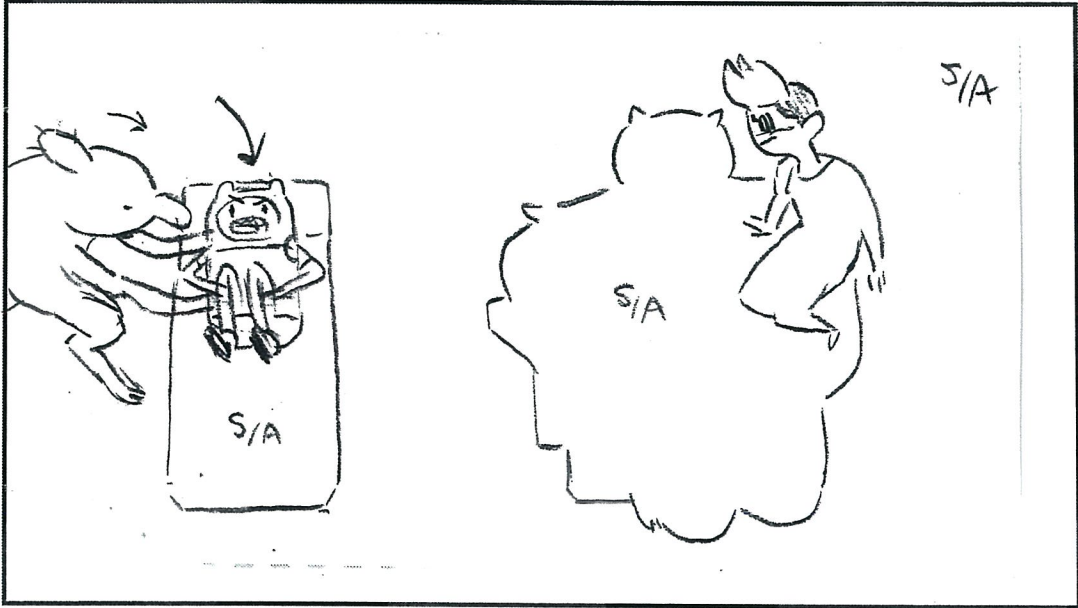


Sc. 123

Pnl. F

Bg.

day night

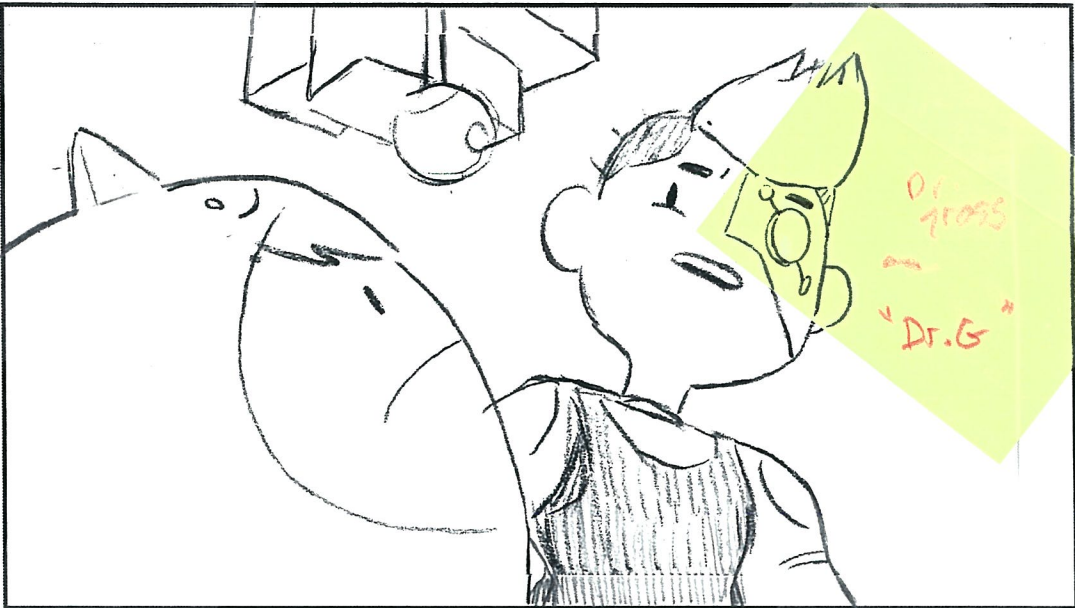


Sc. 124

Pnl. A

Bg.

day night



Dialog:

(F) Lady, YOU'RE SICK!

(DR.G) TSK.

Action:

-L. WOLF SETS FINN DOWN ON BED.

Timing:

EPISODE # 10-4-243

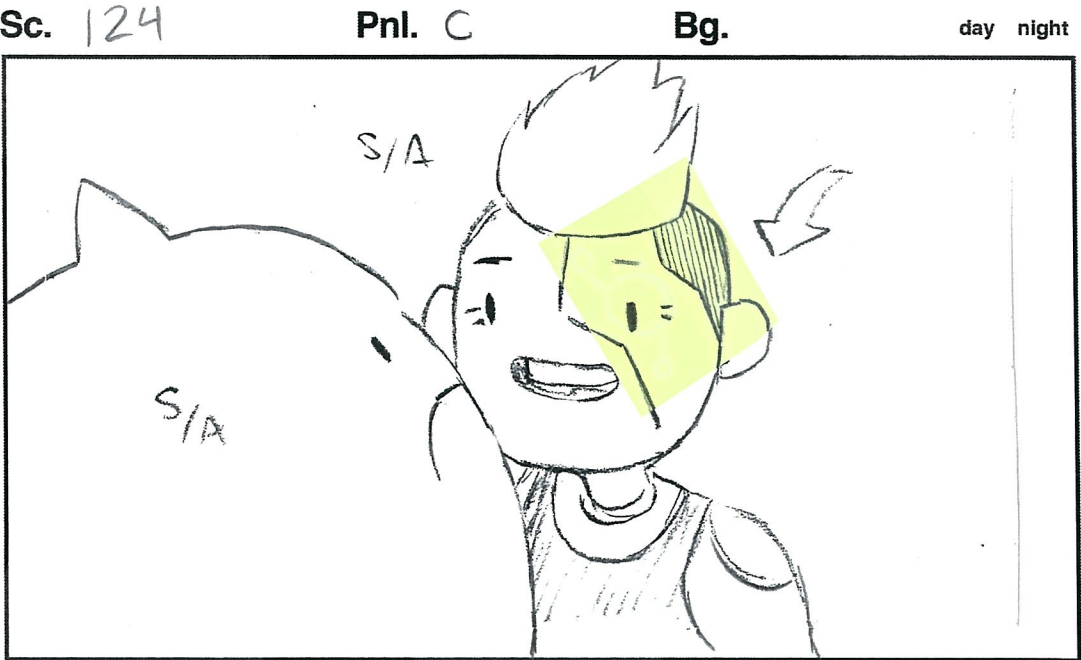
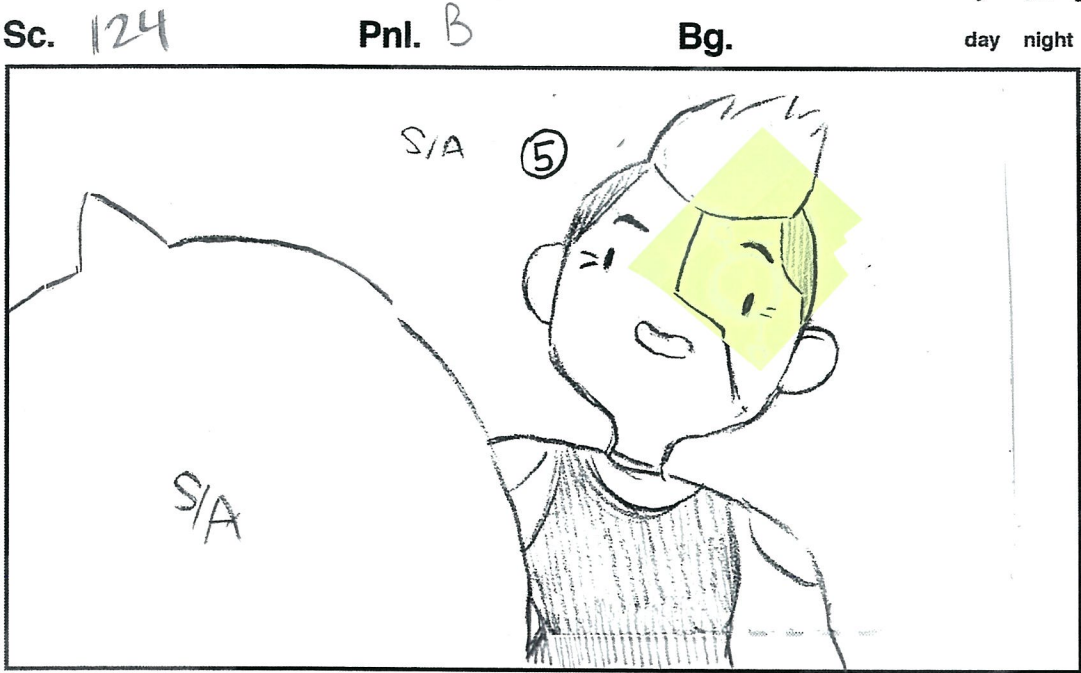
Production:

ADVENTURE TIME



Next page 216

Page 214



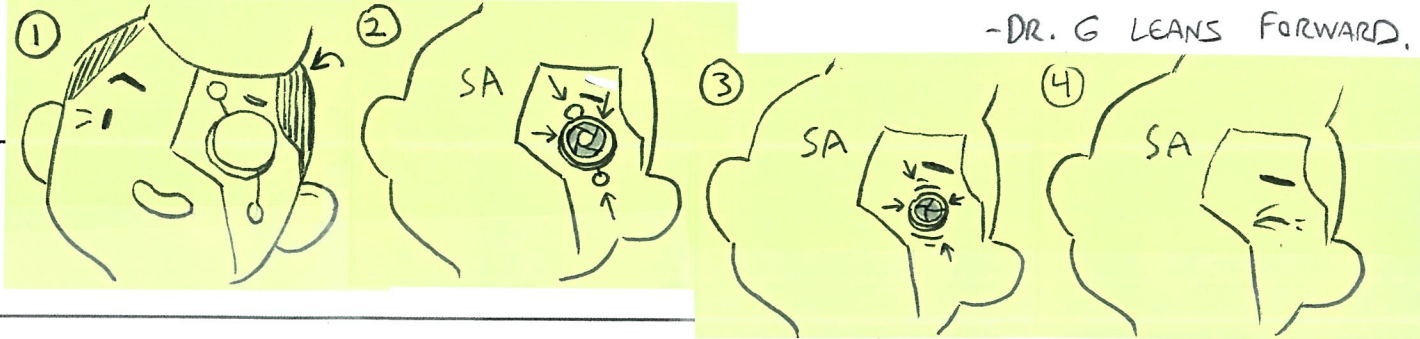
Dialog:

DR.G YOU'RE JUST LIKE THE ONES WHO BANNED

DR.G OL' DR. GROSS.

Action:
Dr. G's EYE TRANSFORMS BACK.

Timing:



EPISODE # 1034-243

Production:

ADVENTURE TIME



Page 216

Sc. 125

Pnl. A

Bg.

day night

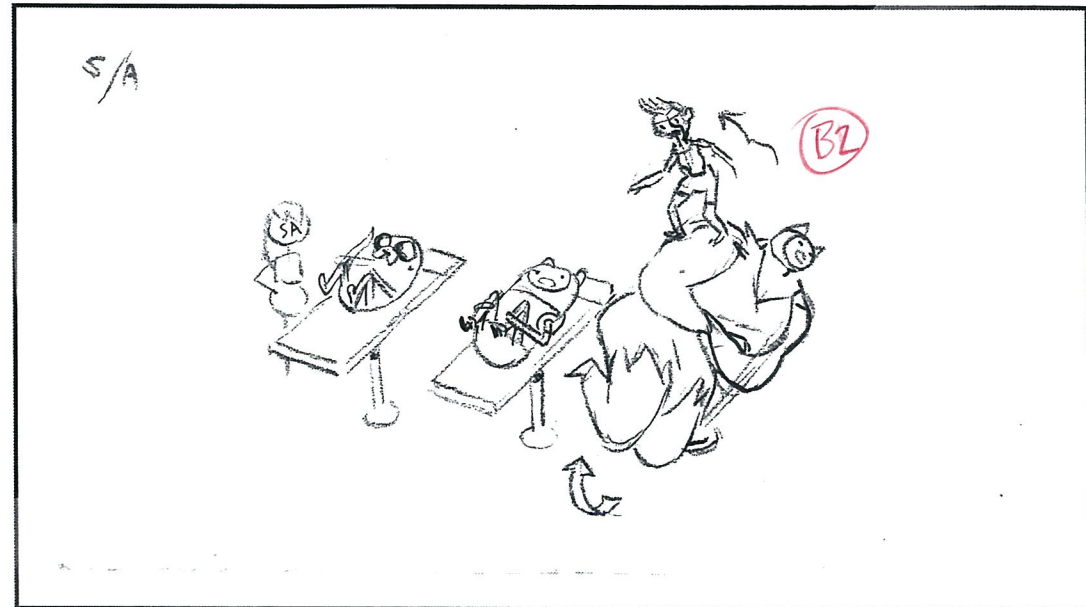


Sc. 125

Pnl. B

Bg.

day night



Dialog:

(DR.G)

None of you Normies know what you want

Action:

- SUSAN'S CHAIR BACK LOWERS.

Timing:



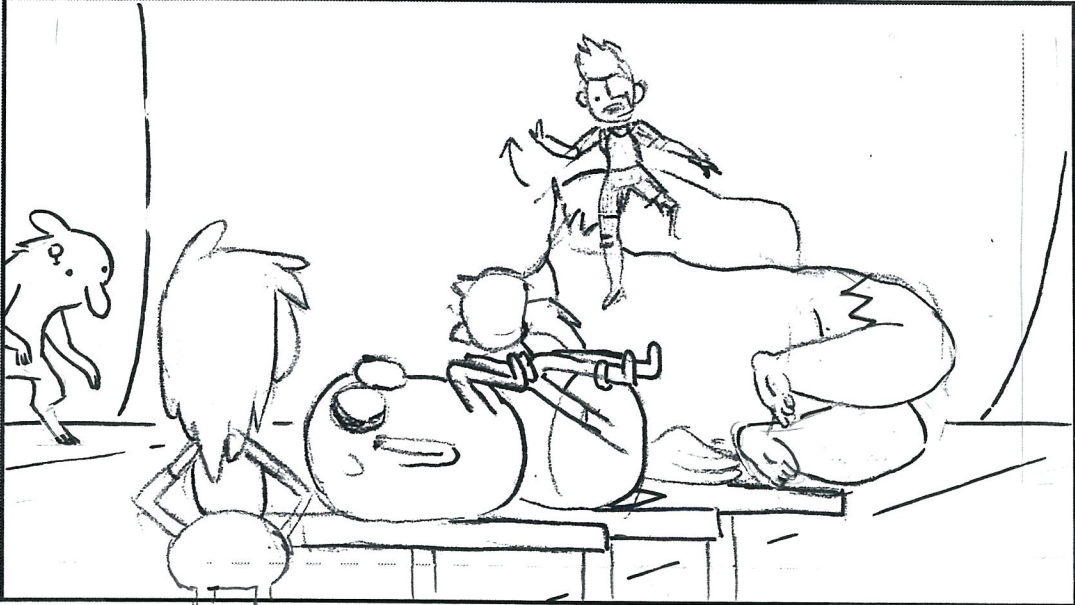
EPISODE # 1034-243

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

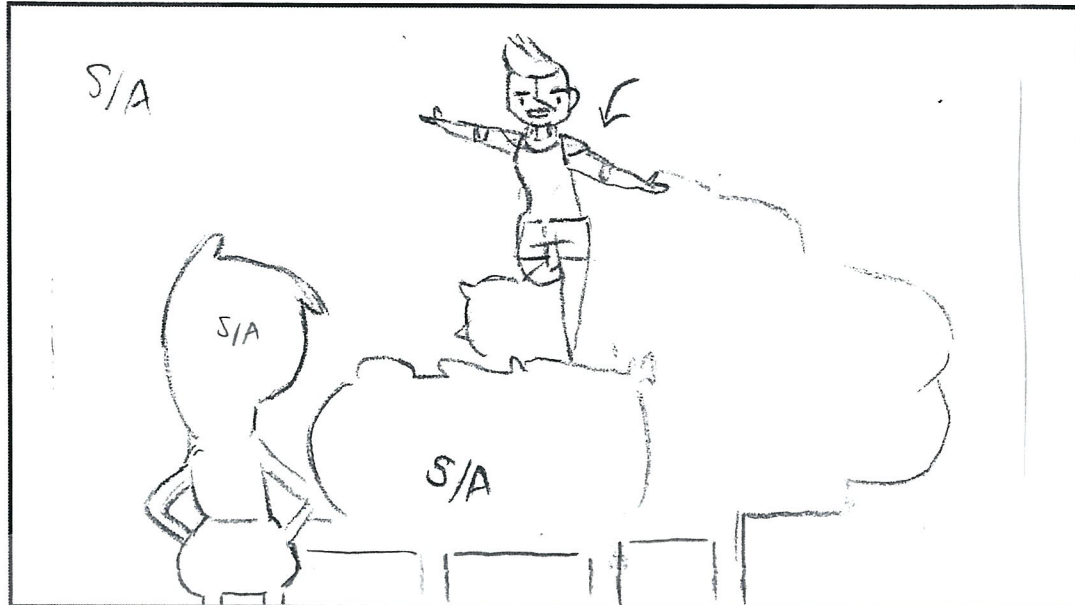
ADVENTURE TIME



Sc. 126 Pnl. A Bg. day night



Sc. 126 Pnl. B Bg. day night



Dialog:	(DR.G) SO IT'S UP TO ME AND MY HYBRID ARMY—	
Action:	-DR.G WALKS DOWN SUSAN.	
Timing:		

EPISODE # 1034-243

Production:

ADVENTURE TIME

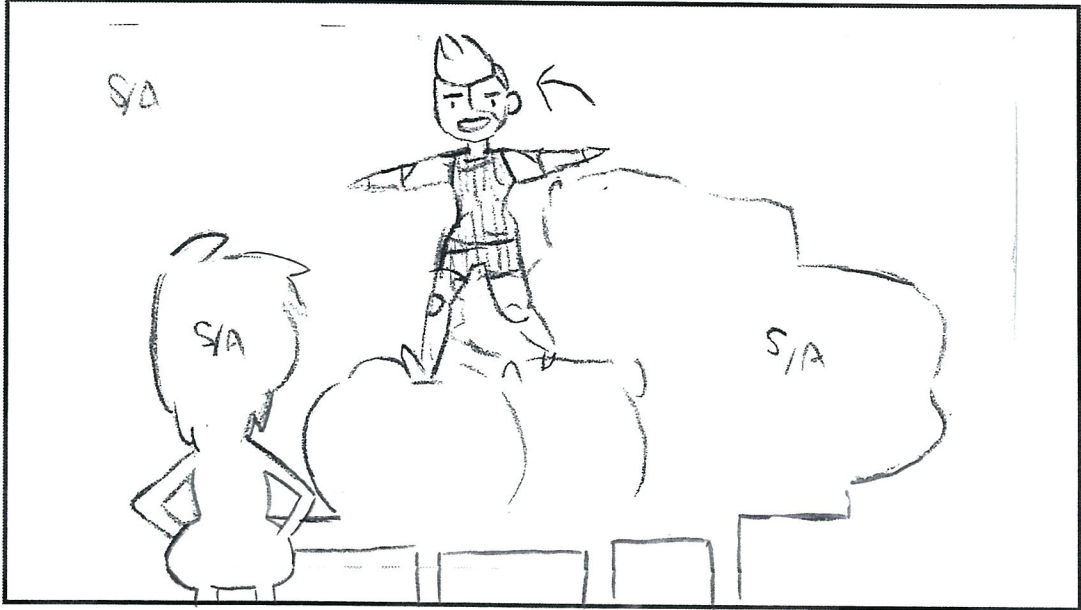


Sc. 126

Pnl. C

Bg.

day night

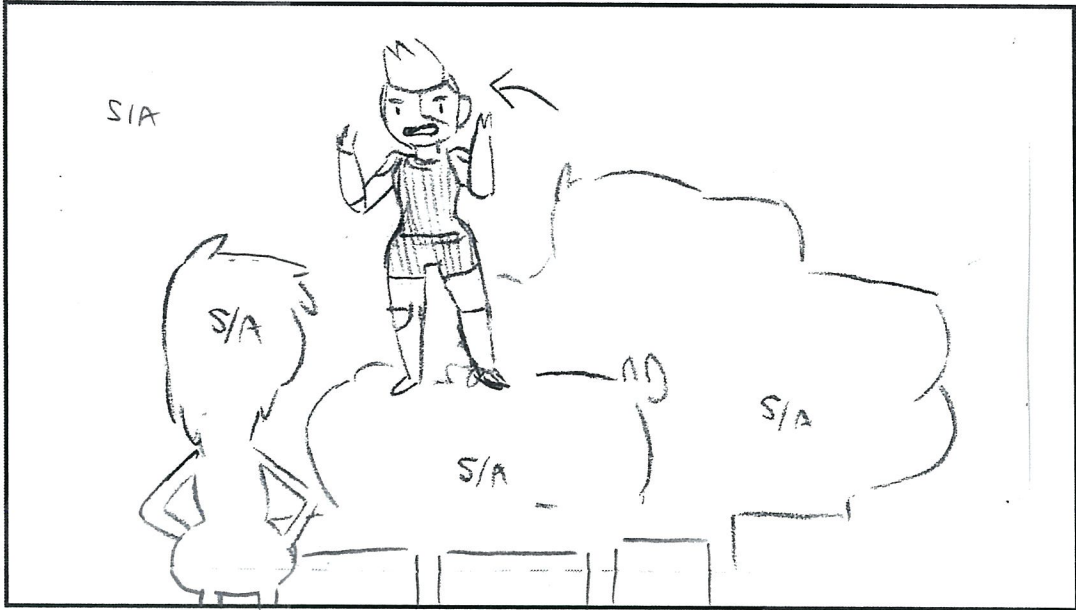


Sc. 126

Pnl. D

Bg.

day night



Dialog:

(DR.G) TO DRAG ALL THE OTHER HUMANS
INTO A -

Action:

- DR.G. STEPS ONTO JAKE.

Timing:

EPISODE # 1034-243

Production:

ADVENTURE TIME



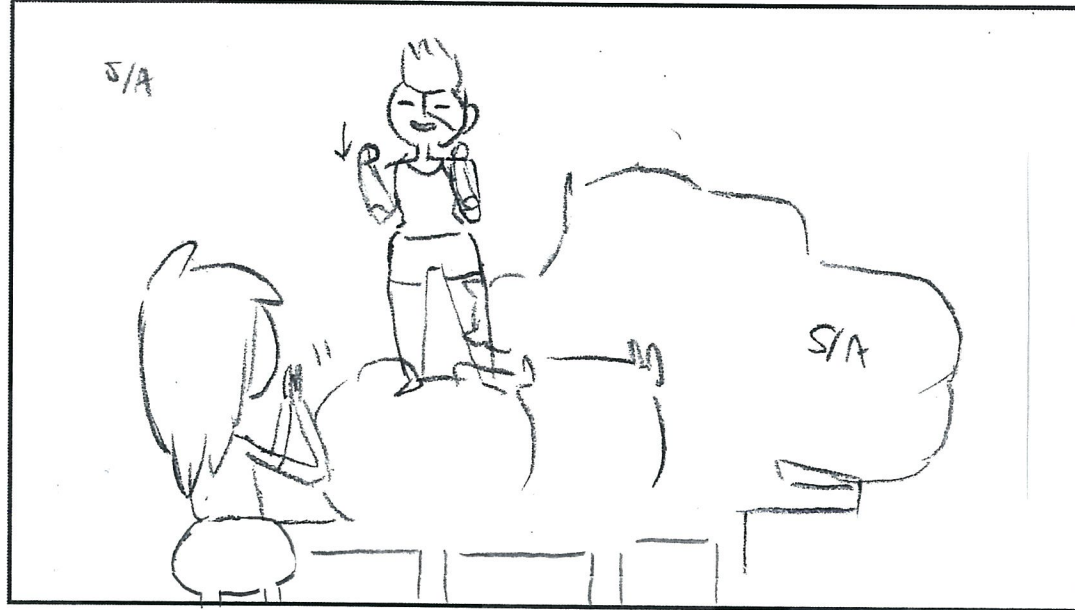
Page 219

Sc. 126

Pnl. E

Bg.

day night

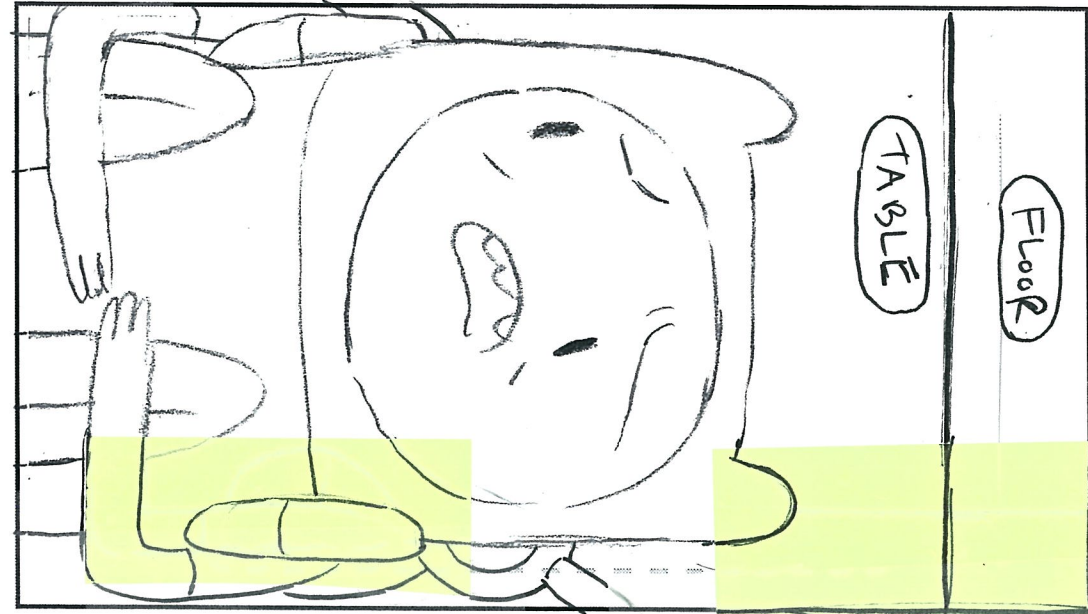


Sc. 127

Pnl. A

Bg.

day night



Dialog:

(DR.G) GOLDEN AGE !

(F) WAIT - "OTHER HUMANS" ...

Action:

-TIFFANY APPLAUDS.

Timing:

EPISODE # 1034-243

Production:

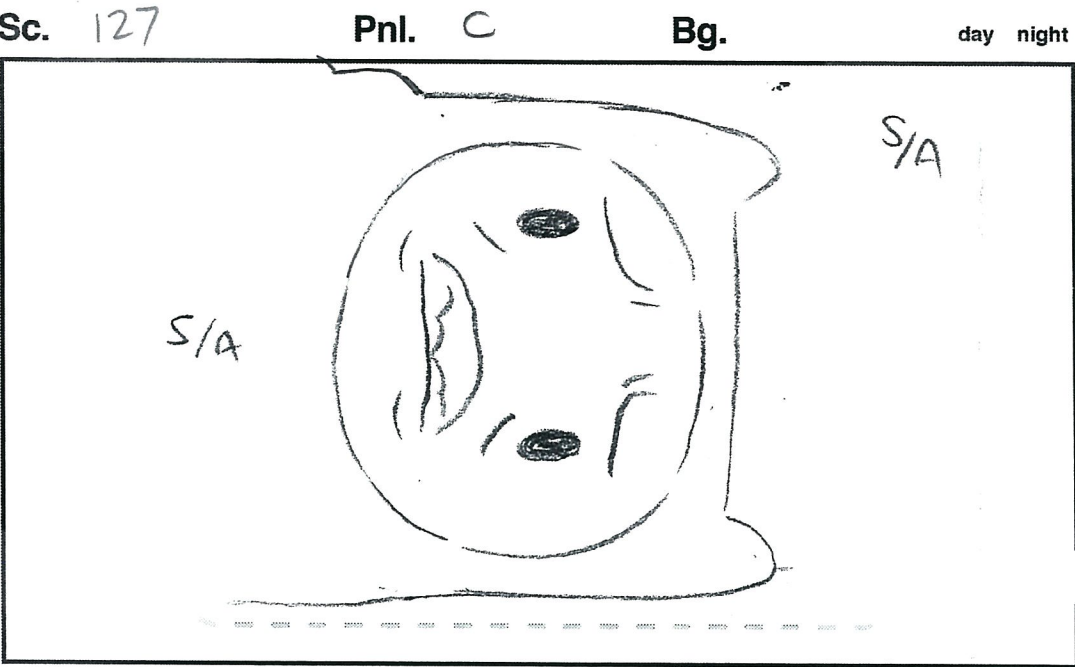
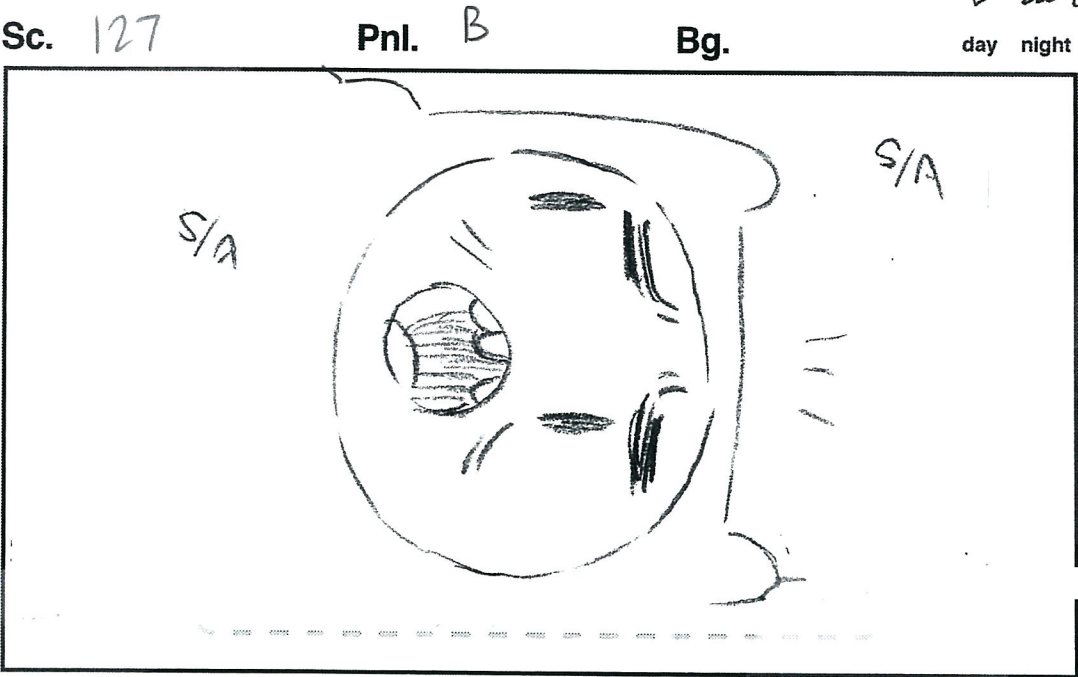
©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Next Pg224

Page 220



Dialog:	(F) THERE ARE MORE HUMANS!?	(F) ARE <u>THEY</u> CYBORGS TOO.?
Action:		
Timing:		

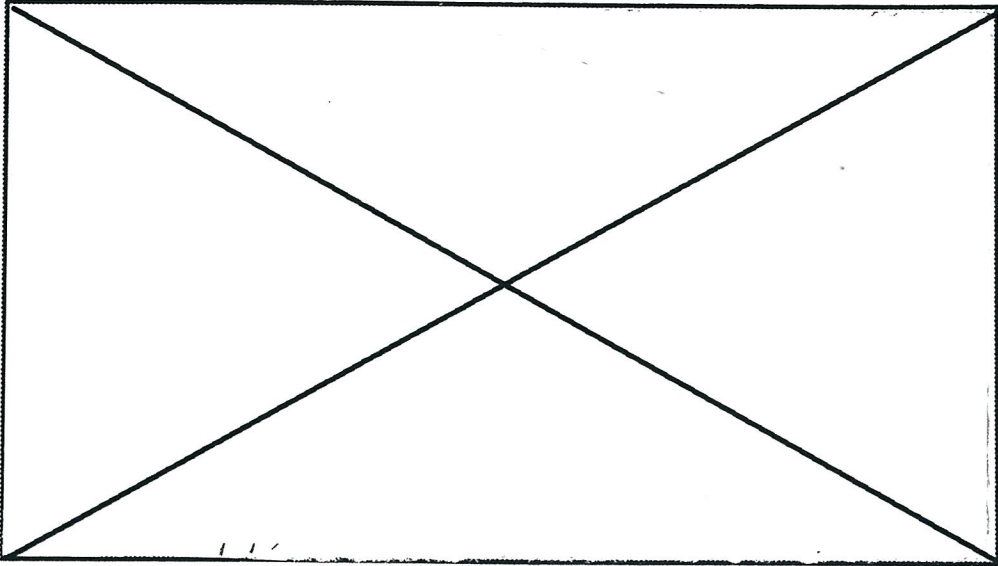
EPISODE # 1034-243

Production:

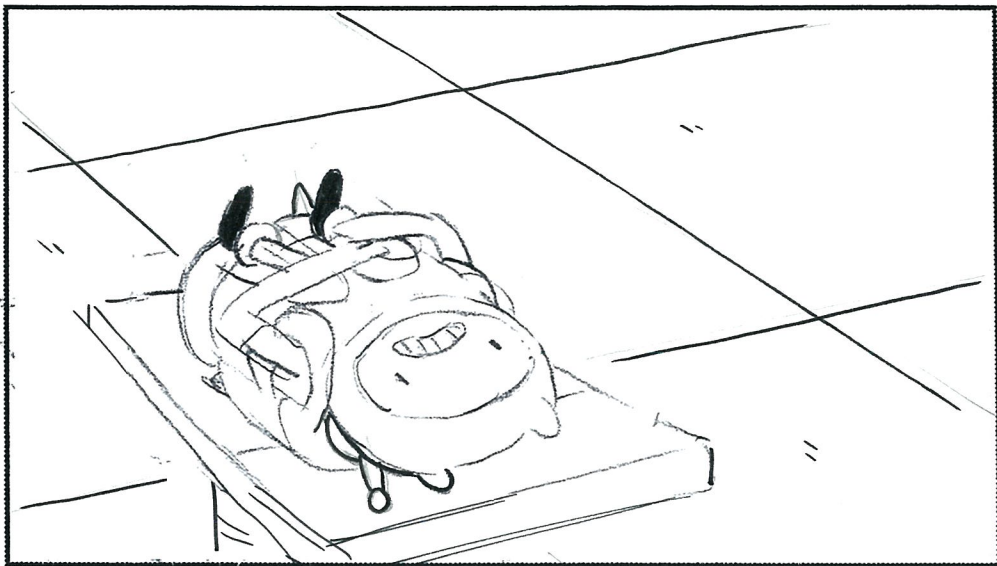
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. - 128 Pnl. A Bg. day night



Dialog:

Action:

Timing:

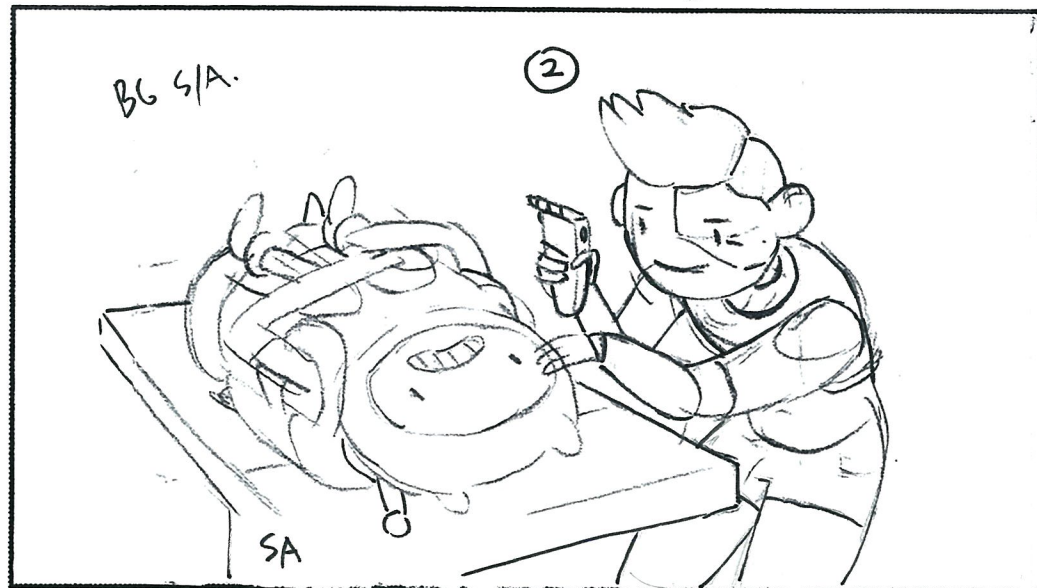
DR. G: LET'S GET YOU--

- DR. G TAKES OFF FINN'S HAT.

EPISODE # 1034-243

Production:

Sc. 128 Pnl. B Bg. day night



Sc. 128 Pnl. C Bg. day night



EPISODE # 1034-243

Dialog:

DR. G: PREPPED.

SFX: *BZZZ*

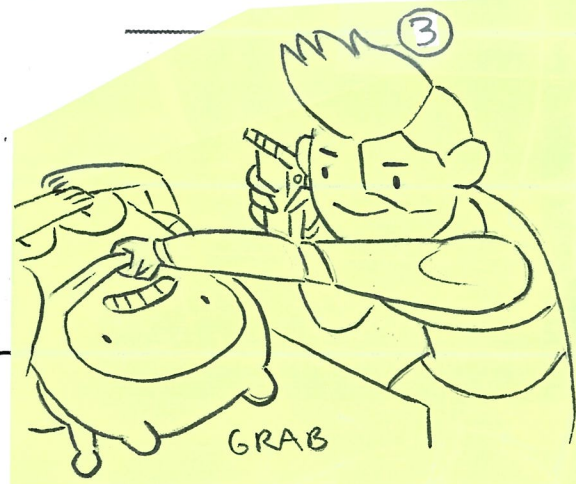
-DR. G WALKS IN
-TURNS ON SHAVER.

(2A)



(2B)

CLICK



SFX: *BZZZ*

-DR. G PULLS
OFF FINN'S
HAT.



©2010 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 228

Sc. 128

Pnl. D

Bg.

day night



Sc. 128

Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

(F) MY STYLE!

- DR. G TURNS AROUND
- PAN WDR.G.

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



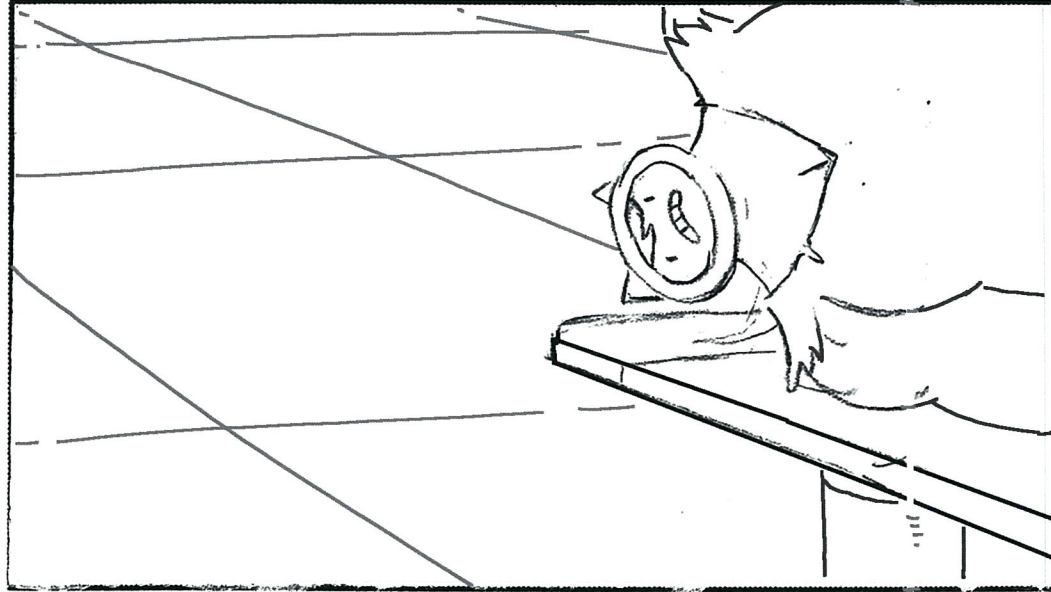
Page 226A

Sc. 128 A

Pnl. A

Bg.

day night

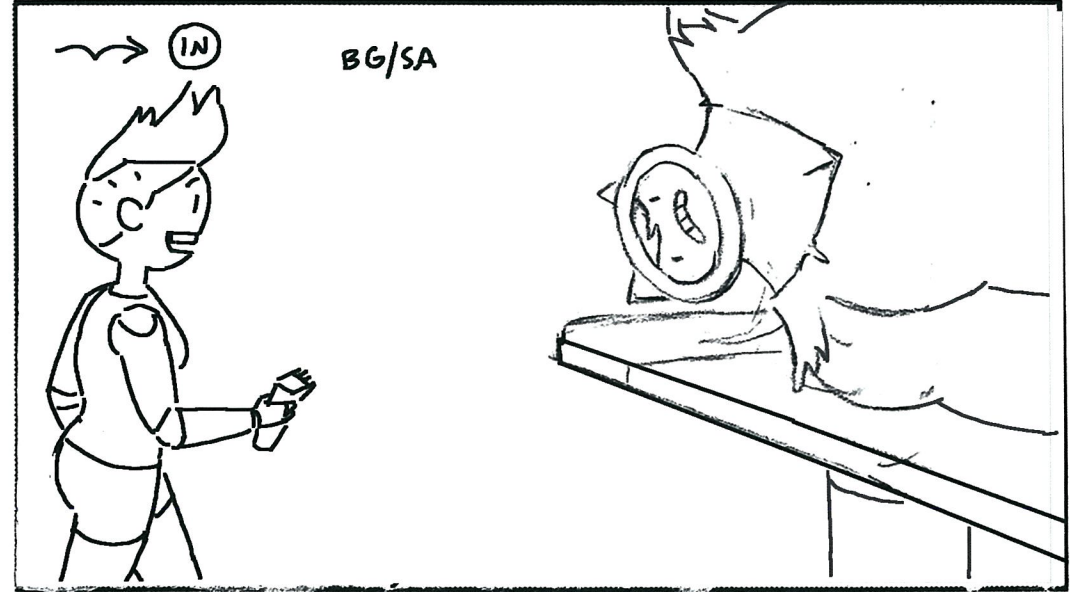


Sc. 128 A

Pnl. B

Bg.

day night



Dialog:

DR.G: LET'S SEE WHAT KIND OF MELON--

Action:

Timing:

EPISODE # 1034-243

Production:

ADVENTURE TIME



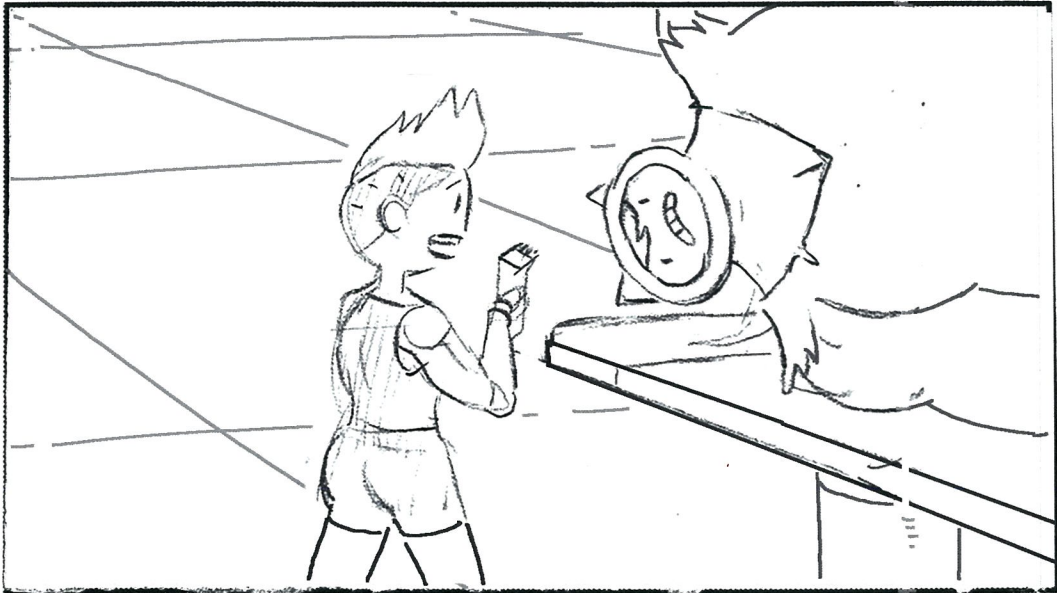
Page 227

Sc. 128 A

Pnl. C

Bg.

day night

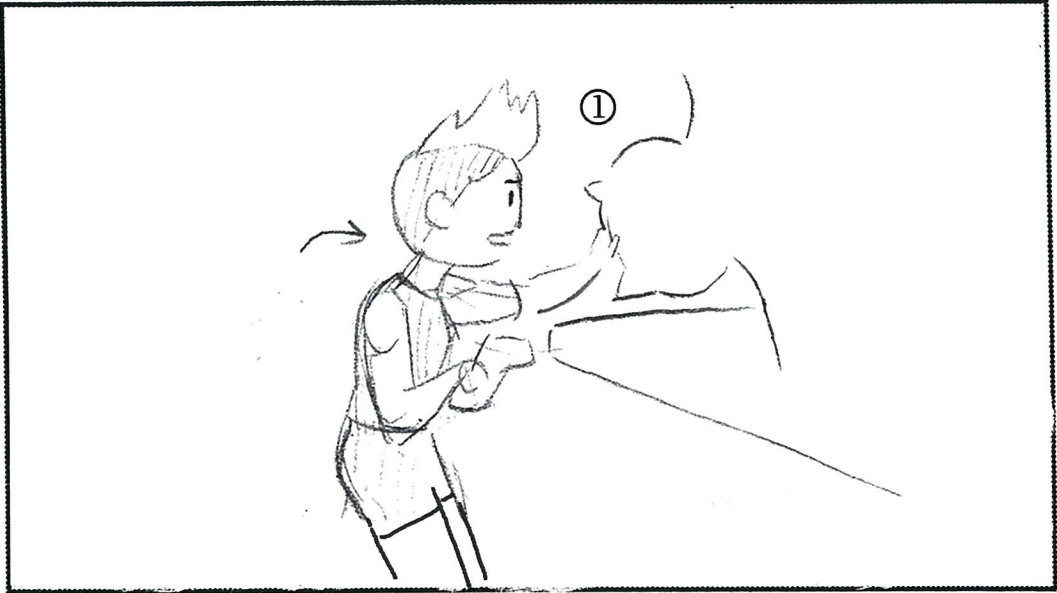


Sc. 128 A

Pnl. D

Bg.

day night



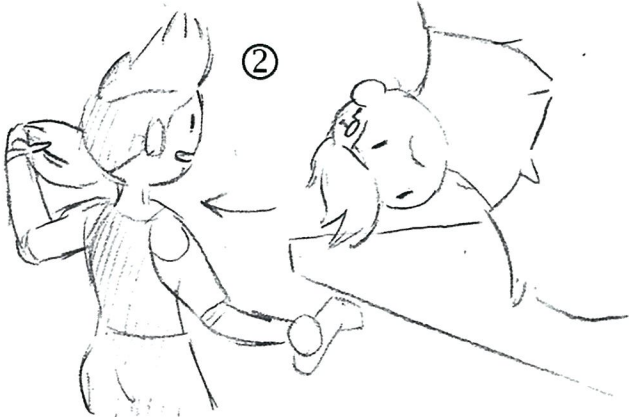
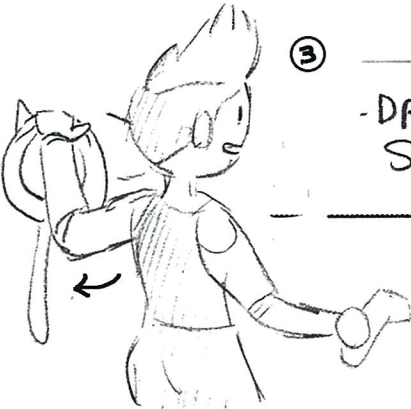
Dialog:

DG: YOU GOT GOIN' HERE..

Action:

DR. GROSS PULLS OFF
SUSAN'S HAT.

Timing:



EPISODE # 1034-243

Production:

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



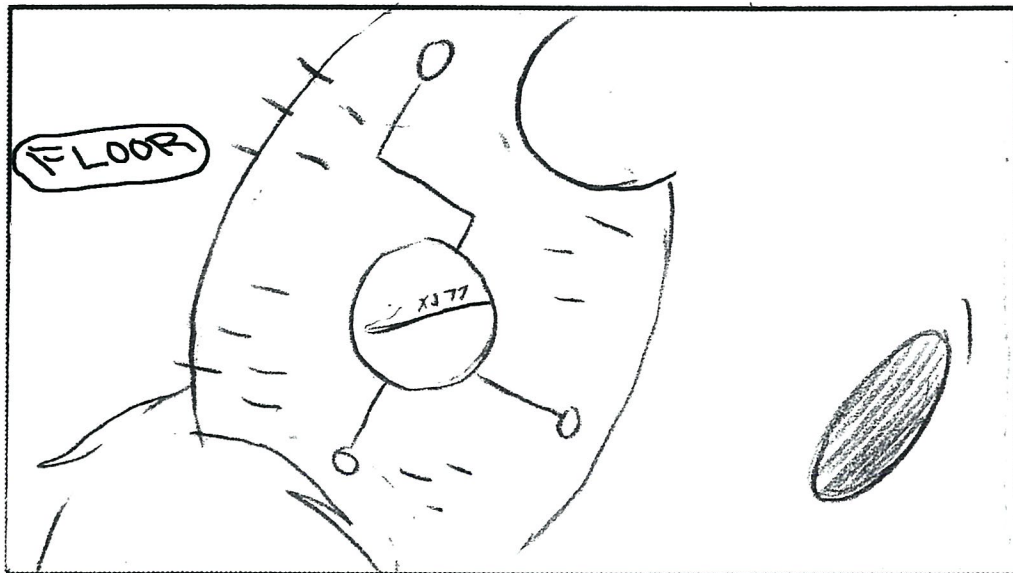
Page 228

Sc. 129

Pnl. A

Bg.

day night

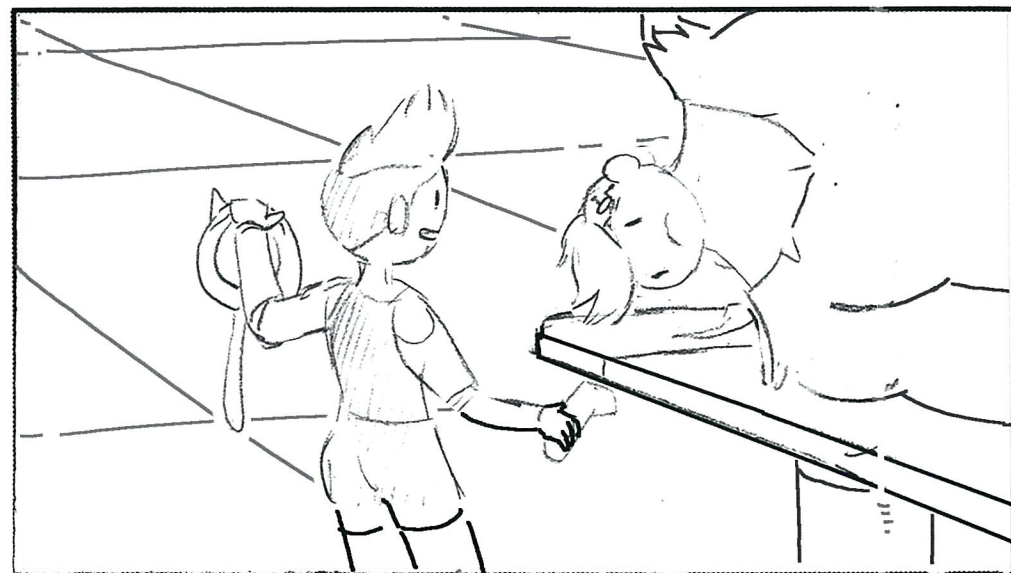


Sc. 130

Pnl. A

Bg.

day night



Dialog:

DG: (O/S) OH, YOU'VE ALREADY GOT AN
IMPLANT... LOOKS DEACTIVATED :
THOUGH... "X-J-7-7"

Action

- CU OF SUSAN'S IMPLANT

Timing:

DG: < GASP! > WAIT -

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 229

Sc. 130

Pnl. B

Bg.

day night

Sc. 130

Pnl. C

Bg.

day night



Dialog:

DG:

YOU'RE ONE of --

Action:

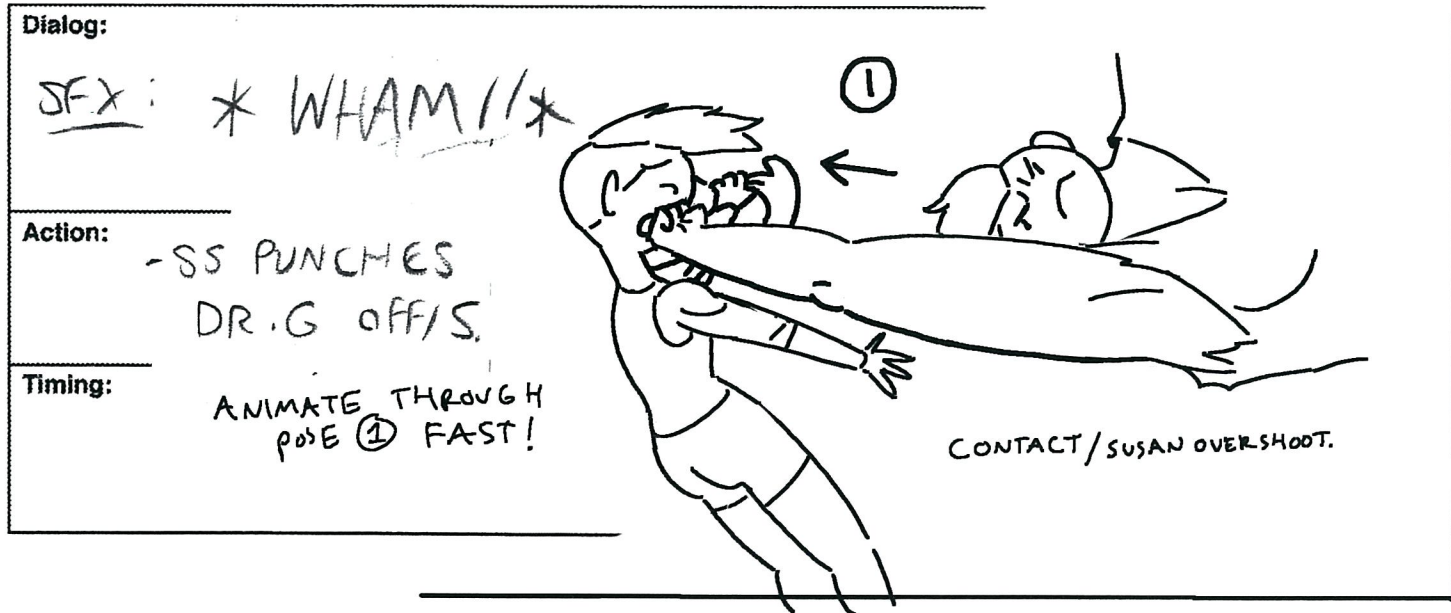
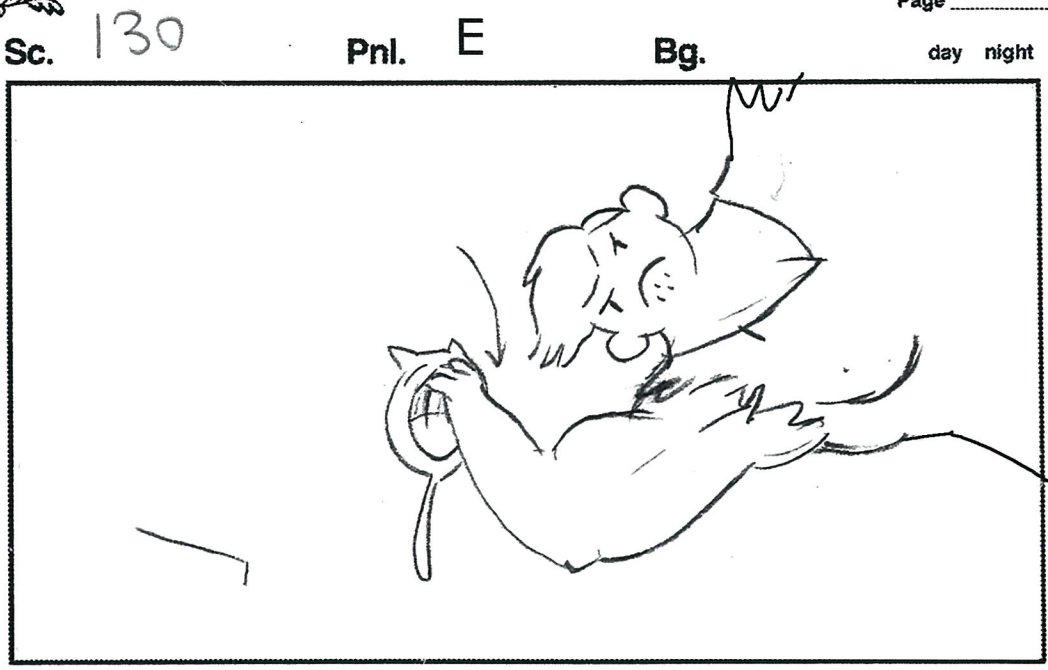
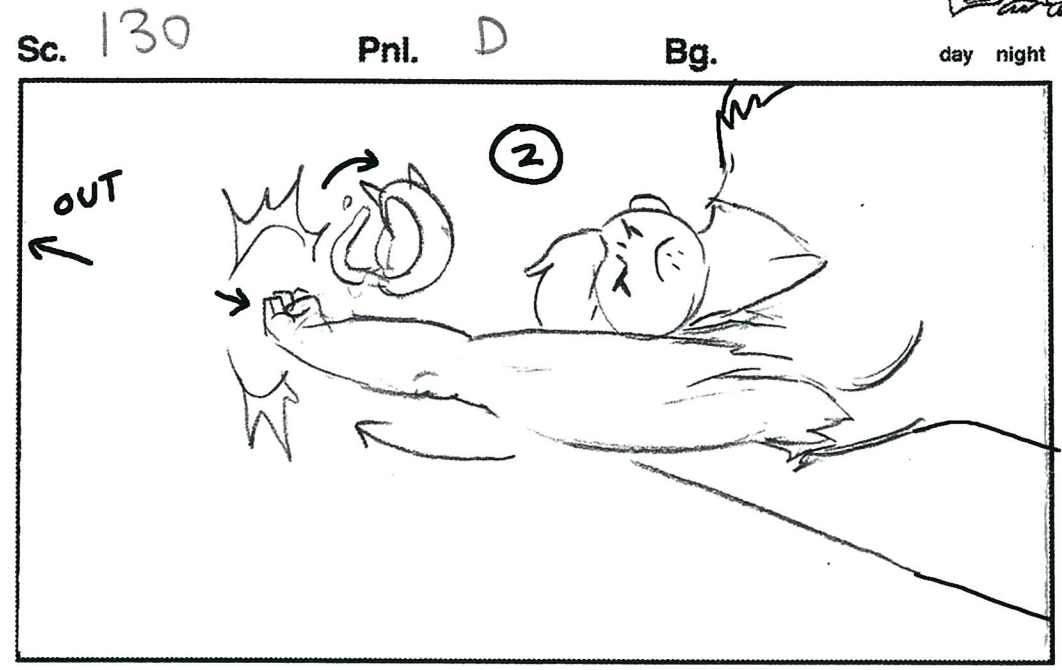
Timing:

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



SUSAN CATCHES HAT

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
<u>131</u>	<u>A</u>			

Dialog:	
Action:	
Timing:	

EPISODE # 1054-243

Production:

VENTURE TIME



Next Pg233

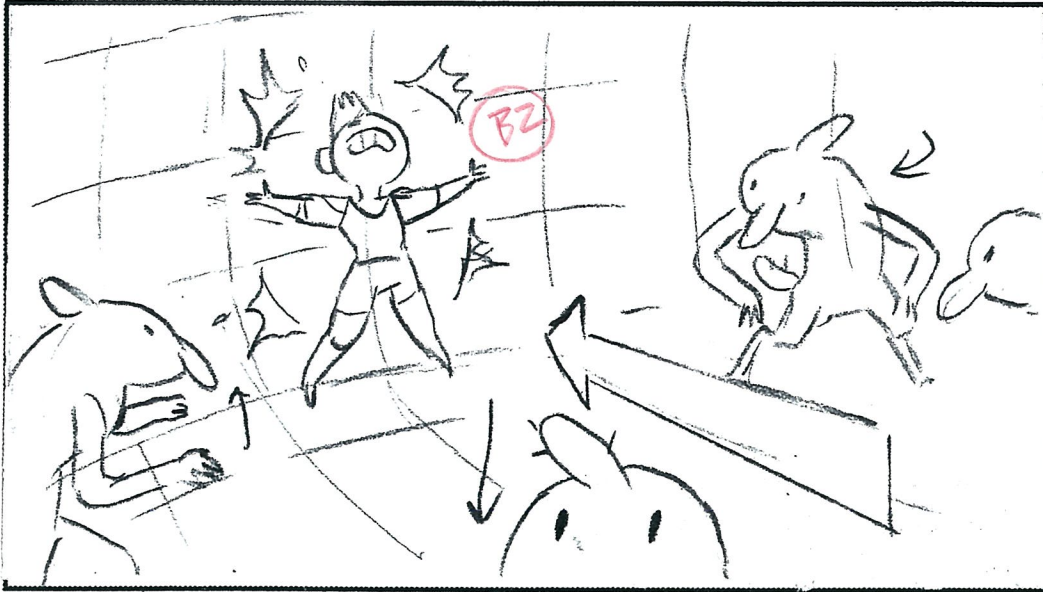
Page 231

Sc. 131

Pnl. B

Bg.

day night



Sc. 131

Pnl. B - C

Bg.

day night



Dialog:

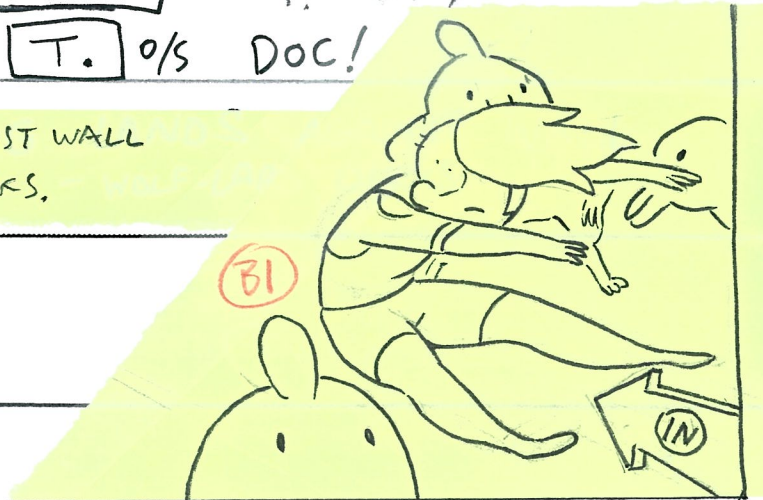
- DR G: <UHH!>

- T. O/S DOC!

Action:

- DR. G LANDS AGAINST WALL
- WOLF LARD DUCKS.

Timing:



- T: (O/S) DO C!

- DRG. SLOWLY SLIDES
DOWN WALL.

SLOW INTO POSE 2
FROM POSE 1



EPISODE # 1034-243

Production...

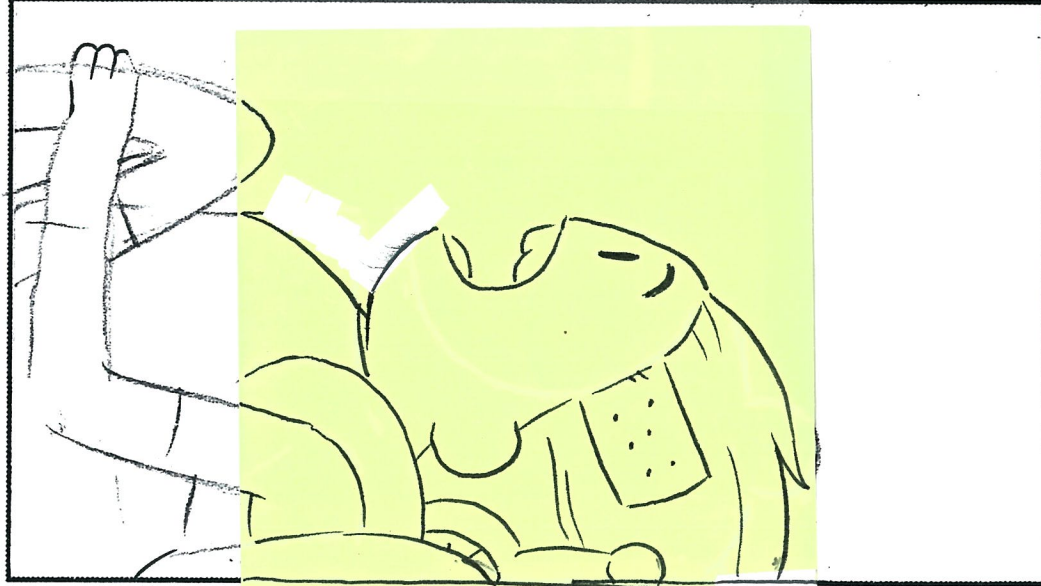
©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

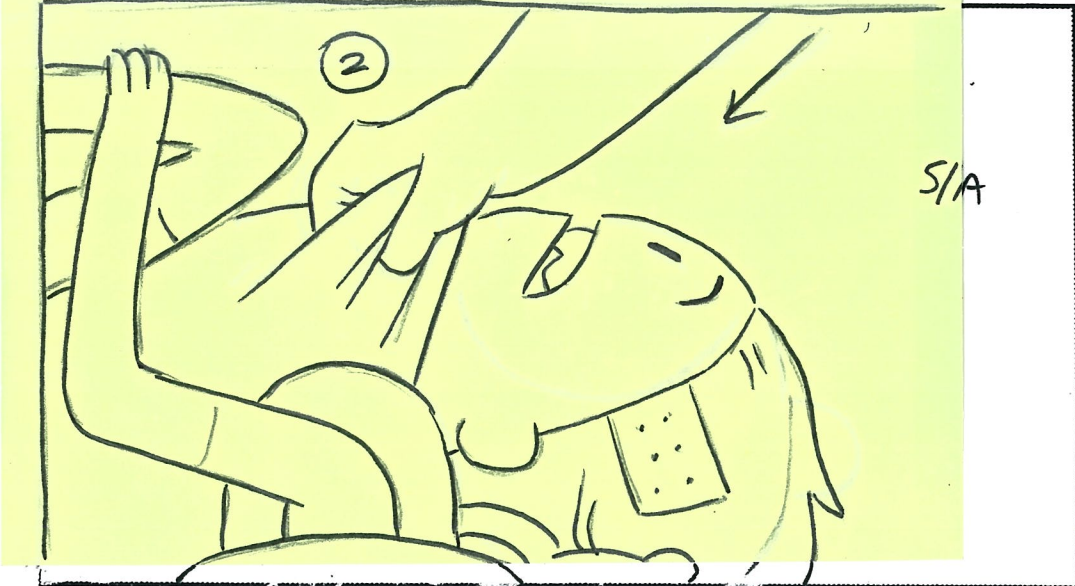


Page 233

Sc. 133 Pnl. A Bg. day night

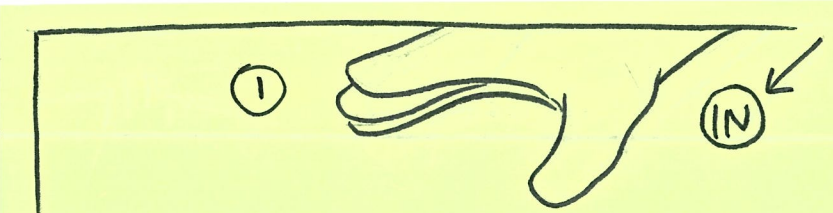


Sc. 133 Pnl. B Bg. day night



Dialog: (F) Susan whats happening?
I MISSED THAT WHOLE EXCHANGE!

SFX: * SHFF *

Action: 

Timing:

- SUSAN GRABS FINN'S SHIRT

EPISODE # 1034-243

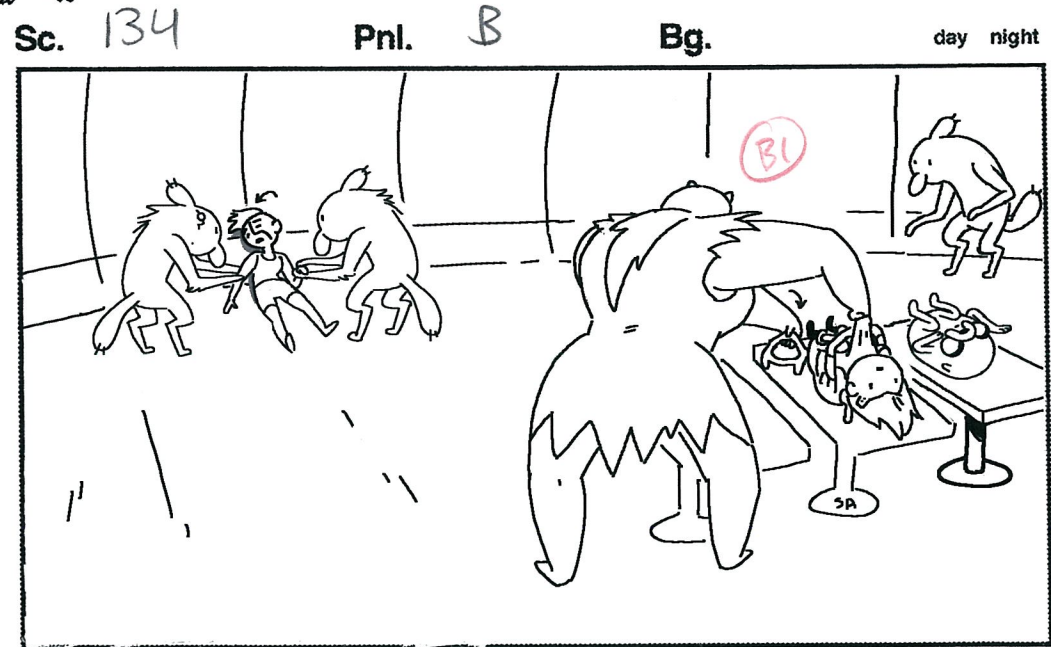
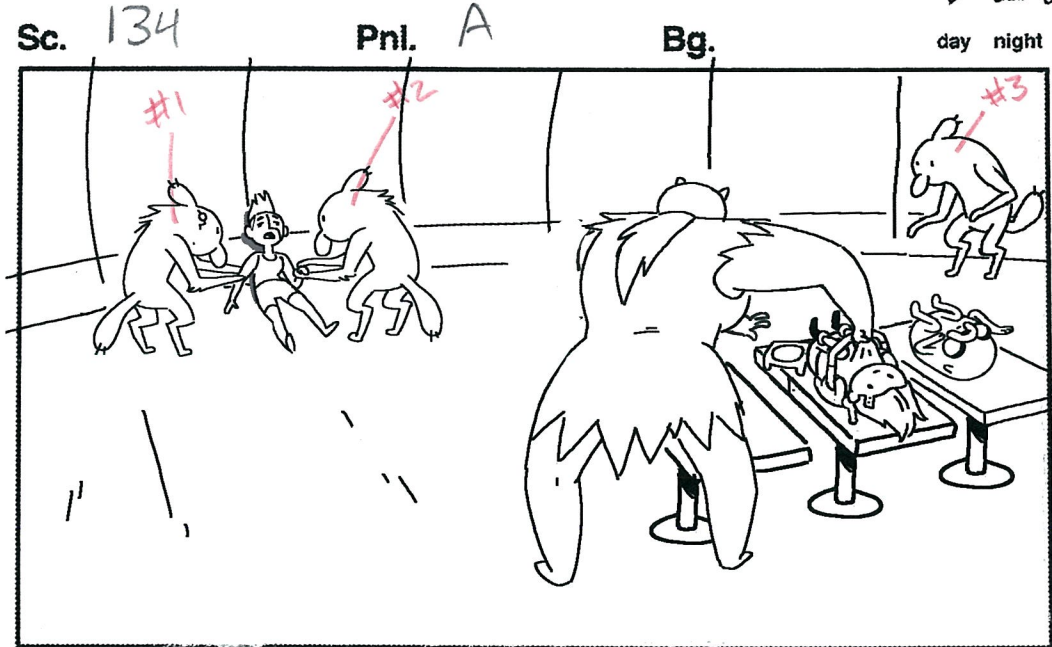
Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 234



Dialog:

DR.G: BUT...

DG: I DASED THE CANDY... (PASSES OUT)

Action:

- L. WOLVES TEND TO DR.G.

- S. GRABS F.'S HAT.
- S. PICKS UP FINN.

Timing:



EPISODE # 1034-243

Production:

ADVENTURE TIME



Page 235

Sc. 135

Pnl. A

F. J.

day night



Sc. 135

Pnl. B

Bg.

day night



Dialog:

Action:

- S. LIFTS UP CHIN TO
REVEAL CANDY,

Timing:



SS: SUSAN TRUCKED
ALL Y'ALL!

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



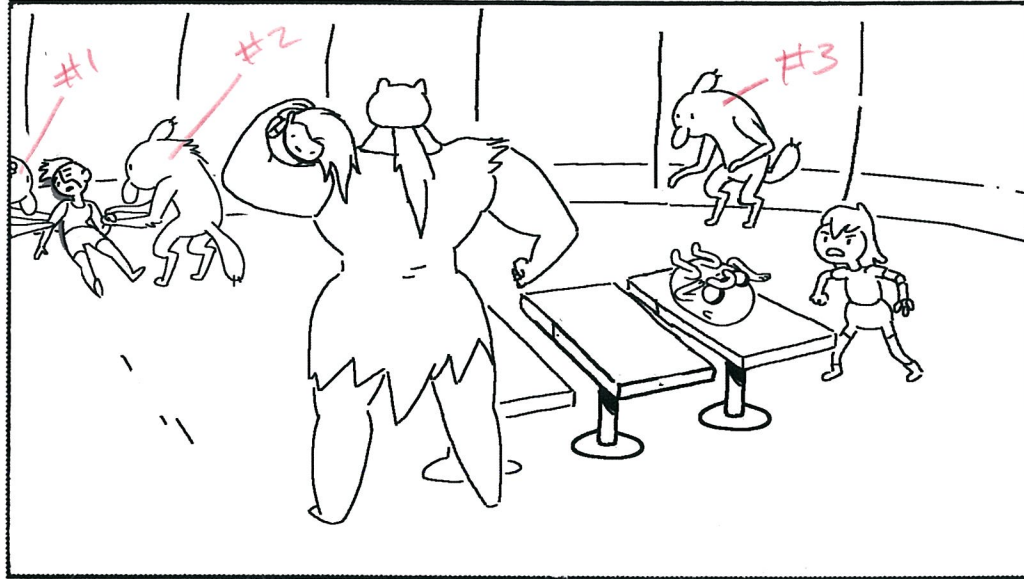
Page 236

Sc. 136

Pnl. A

Bg.

day night

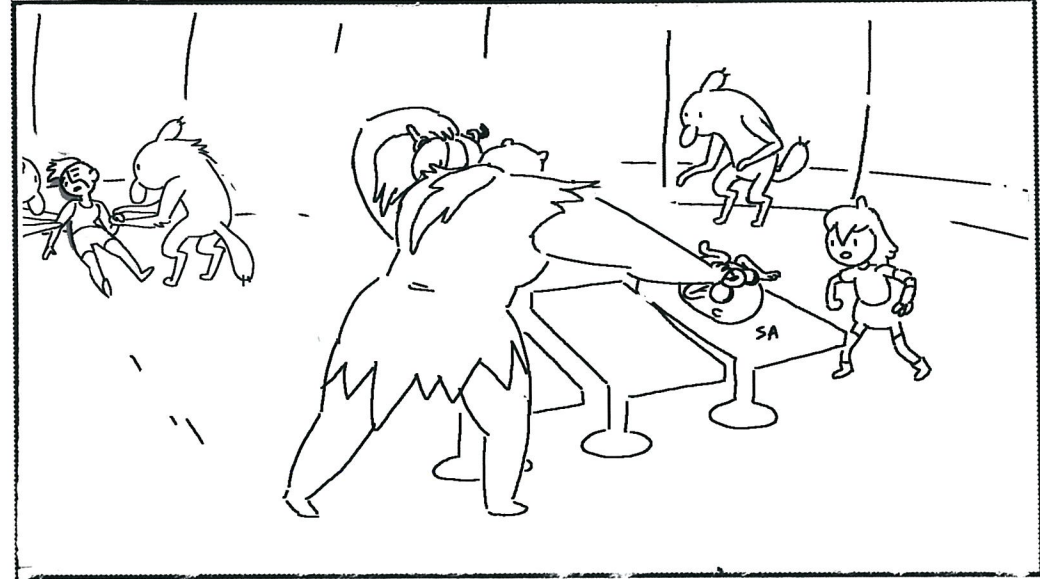


Sc. 136

Pnl. B

Bg.

day night



Dialog:

SFX: * SHFF *

Action:

S.P.

- S. GRABS JAKE.

Timing:

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



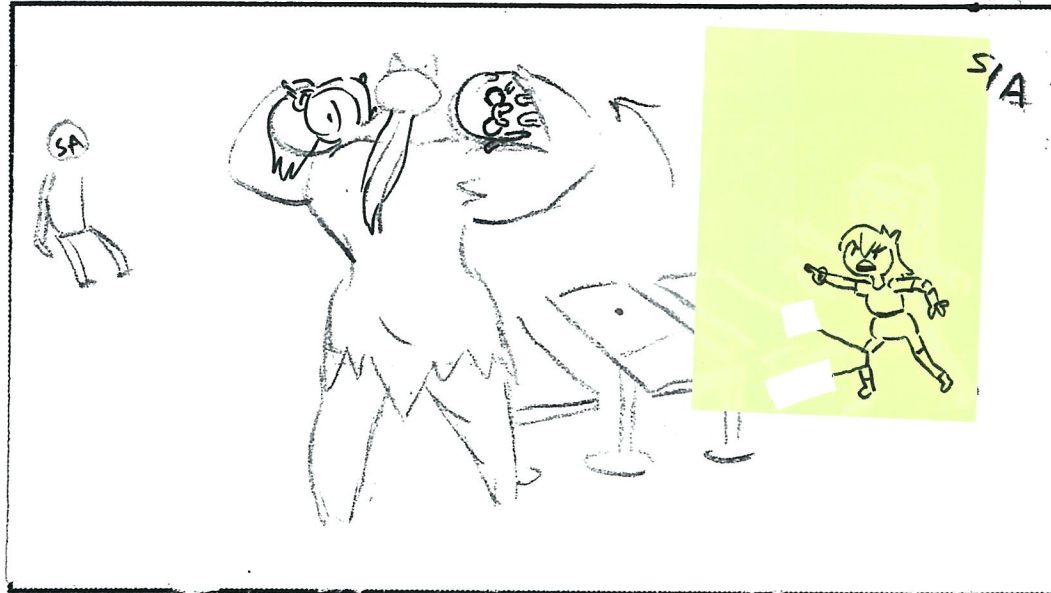
Page 237

Sc. 136

Pnl. G

Bg.

day night



Sc. 136

Pnl. D

Bg.

day night



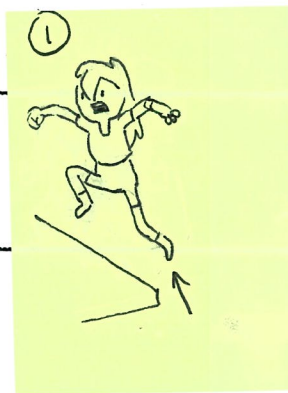
Dialog:

I: HEY!

Action:

- S. PICKS UP JAKE,

Timing:



I: LET GO OF MY -

- T HOPS ON BUD

- ADJ. RIGHT,

EPISODE # 1034-243

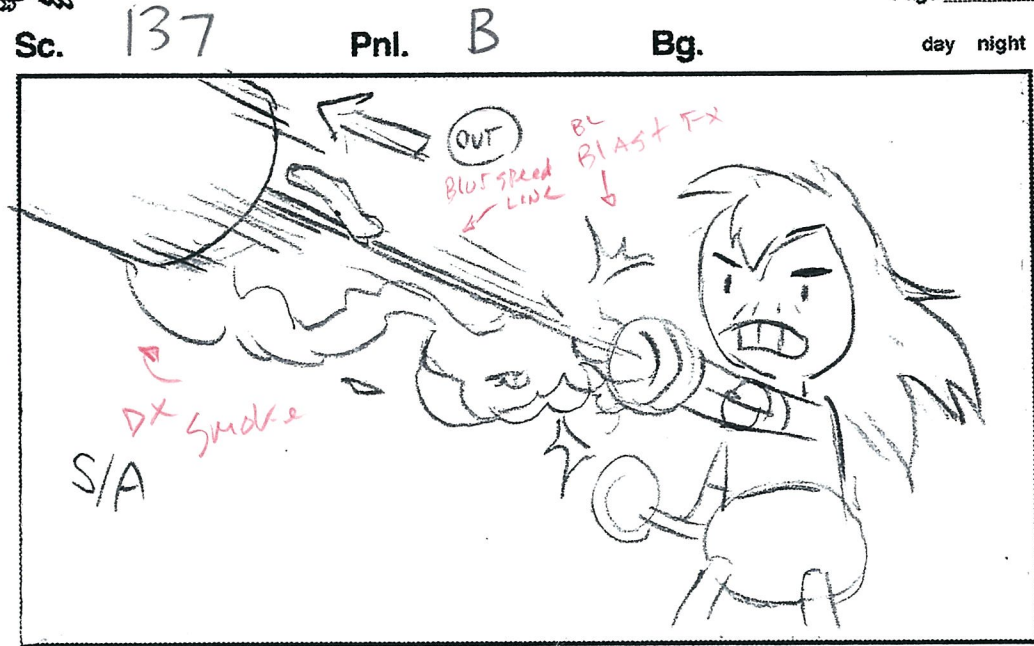
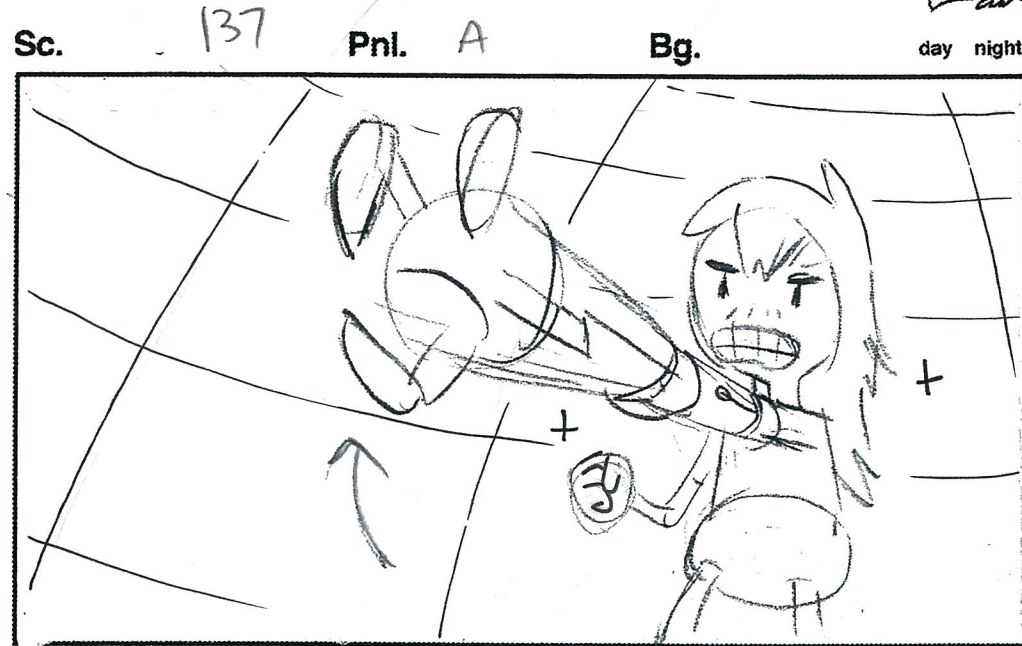
Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 238



Dialog:	<u>I: BUDDIES!!</u>		<u>SFX: * POOM! *</u>	
Action:	<u>- TIFFANY LEVELS ROBOT ARM</u>	<u>(SP)</u>	<u>-T. FIRES ARM OFF/S.</u>	
Timing:				



EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sr 138

Act A

y night

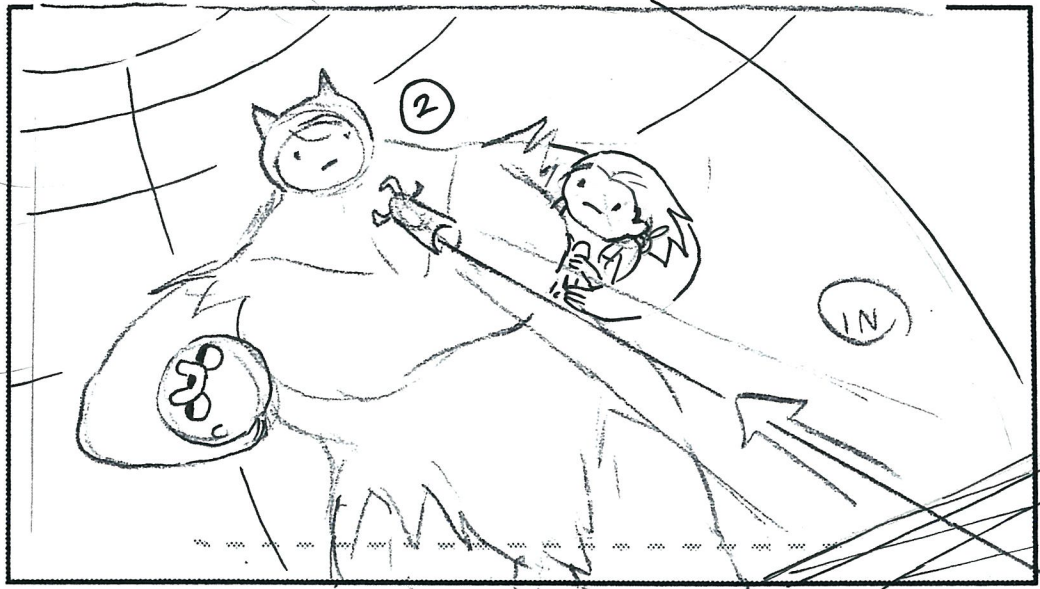
Sc. 138

Pnl. B

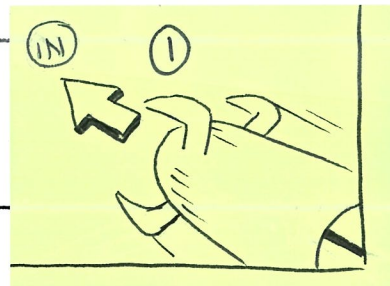
Bg.

Page 239

day night



Dialog:	
SFX: SHYUU	SFX: * KLANG!! *
Action:	
- TIFFANY'S ARM FLIES AWAY,	- S. DEFLECTS ARM W/ ELBOW
Timing:	



EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

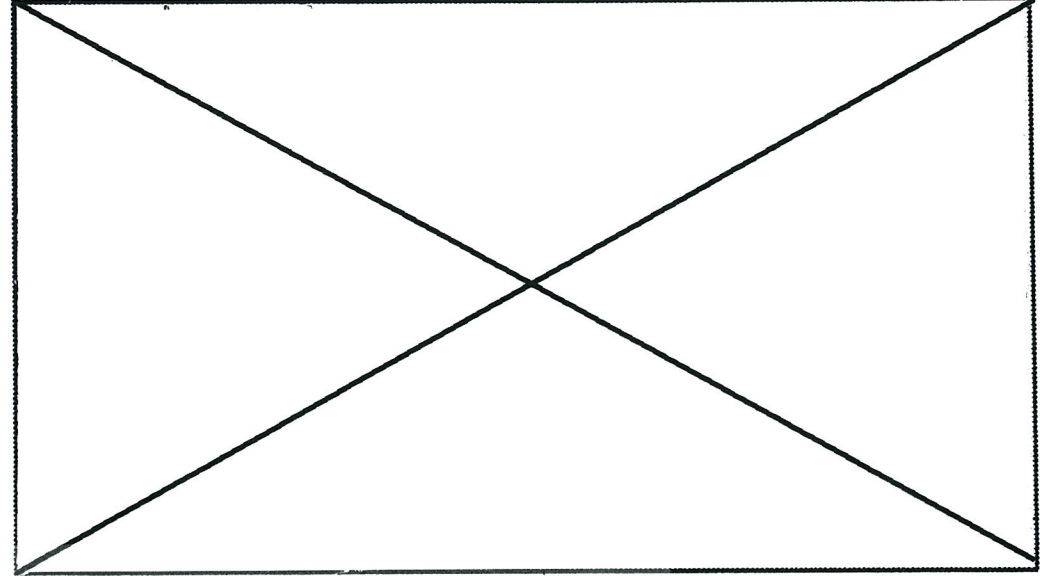
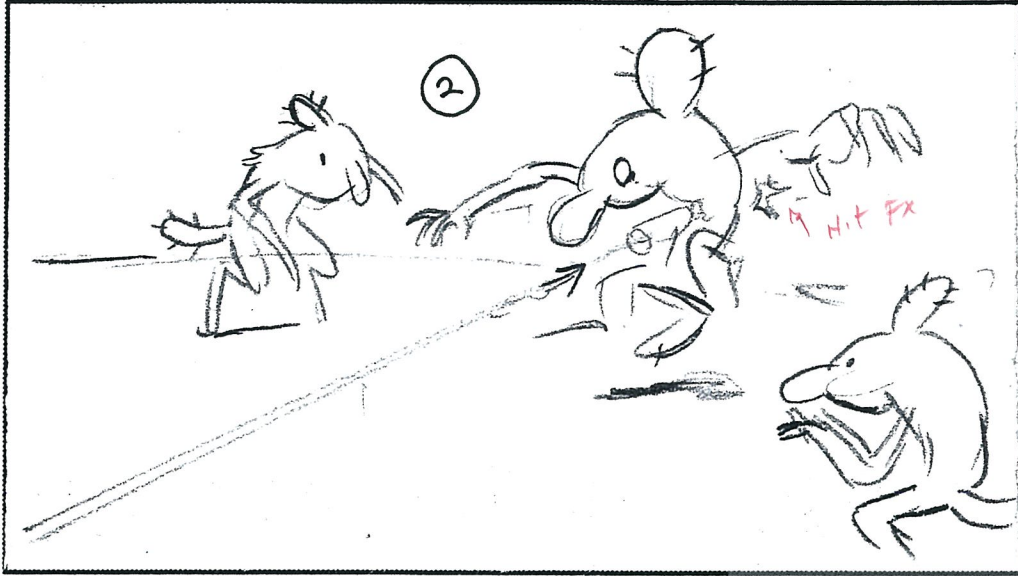
ADVENTURE TIME



Next Pg244

Page 240

Sc. 138 A Pnl. A Bg. day night Sc. Pnl. Bg. day night



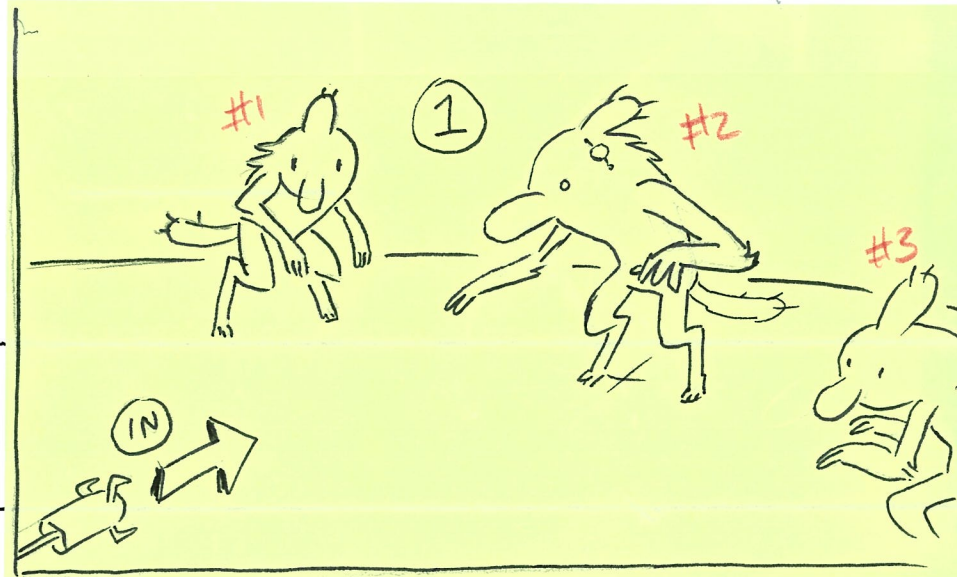
Dialog:

SFX: * HONK! *

Action:

- T.'S HAND HITS WOLF-LARD.

Timing:



EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Prev Pg240

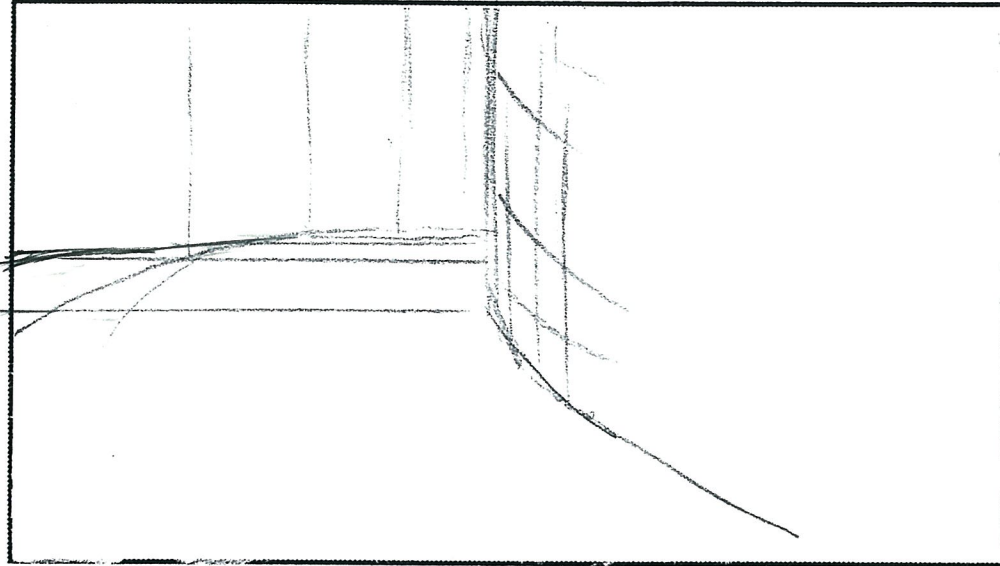
Page 244

Sc. 141

Pnl. A

Bg.

day night

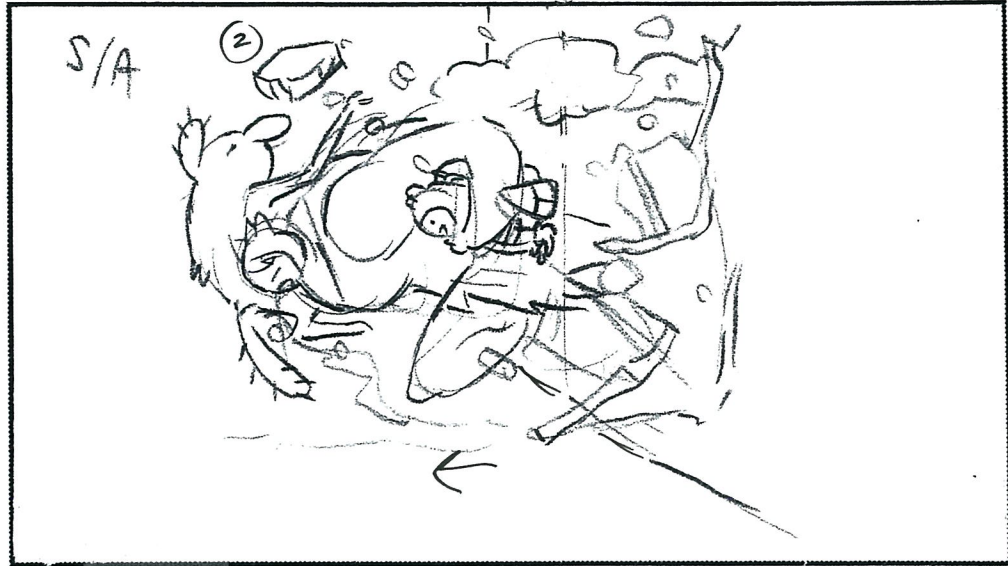


Sc. 141

Pnl. B

Bg.

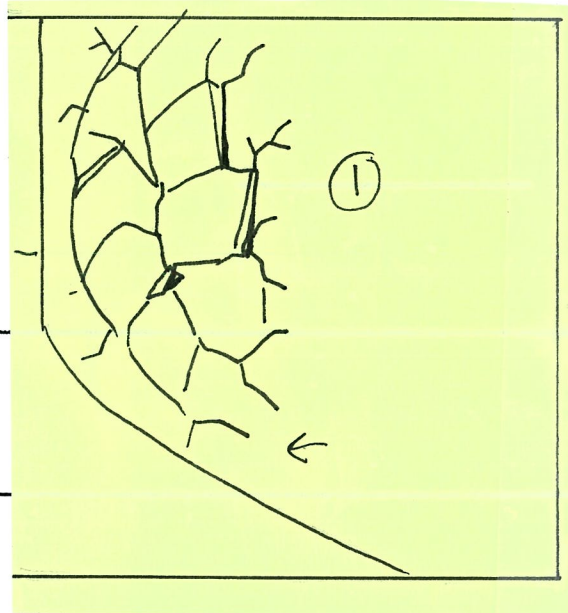
day night



Dialog:

Action:

Timing:



SFX: *BOOOM!!*

← WALL CRACKS & BULGES

-S.S. SMASHES THRU WALL,

EPISODE # 1034-243

Production:

©2015 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicate, or used in any way for purposes, and may not be sold or transferred.

ADVENTURE TIME

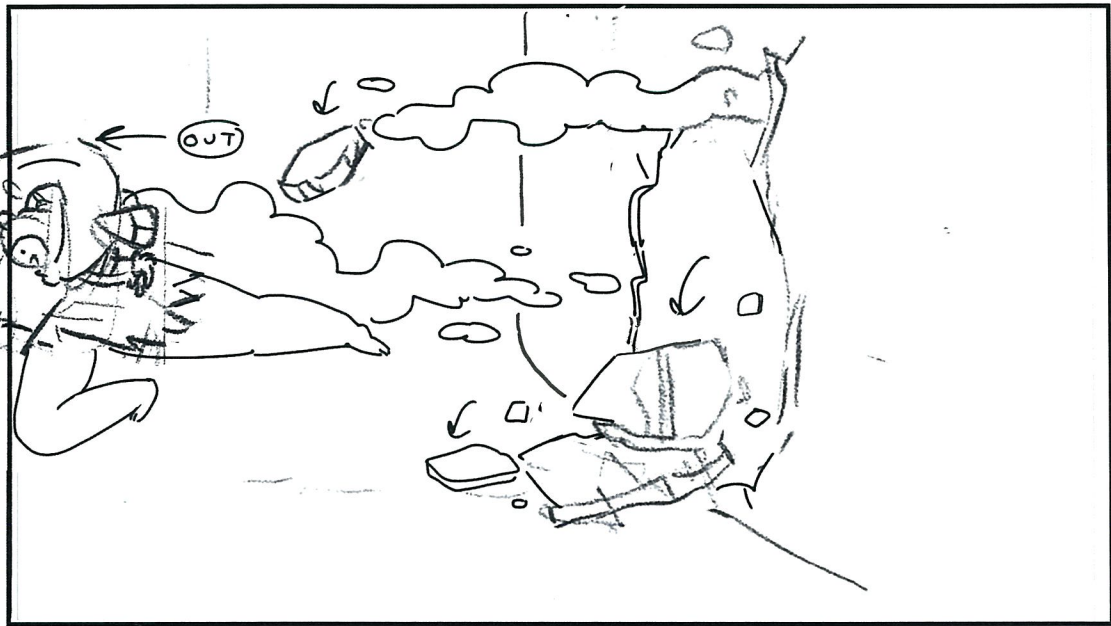


Sc. 141

Pnl. C

Bg.

day night

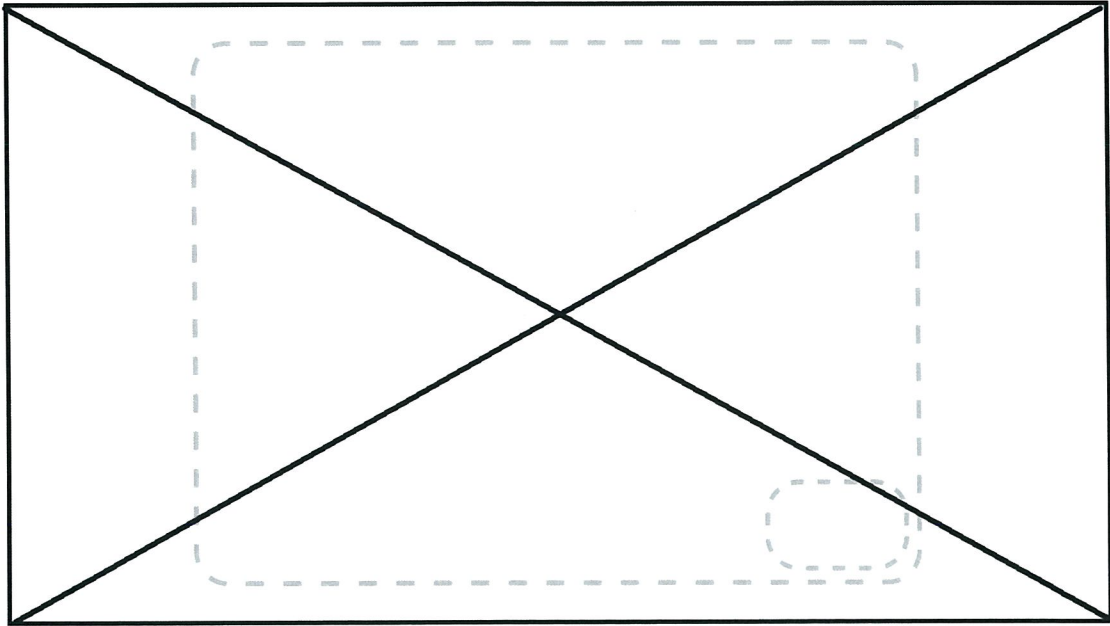


Sc.

Pnl.

Bg.

day night



Dialog:

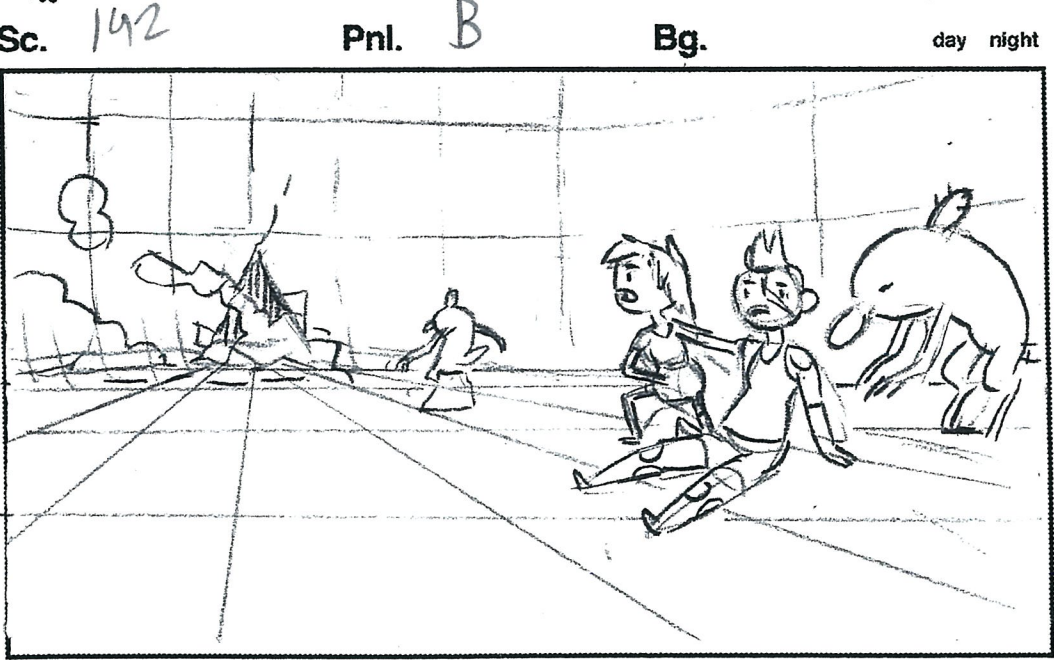
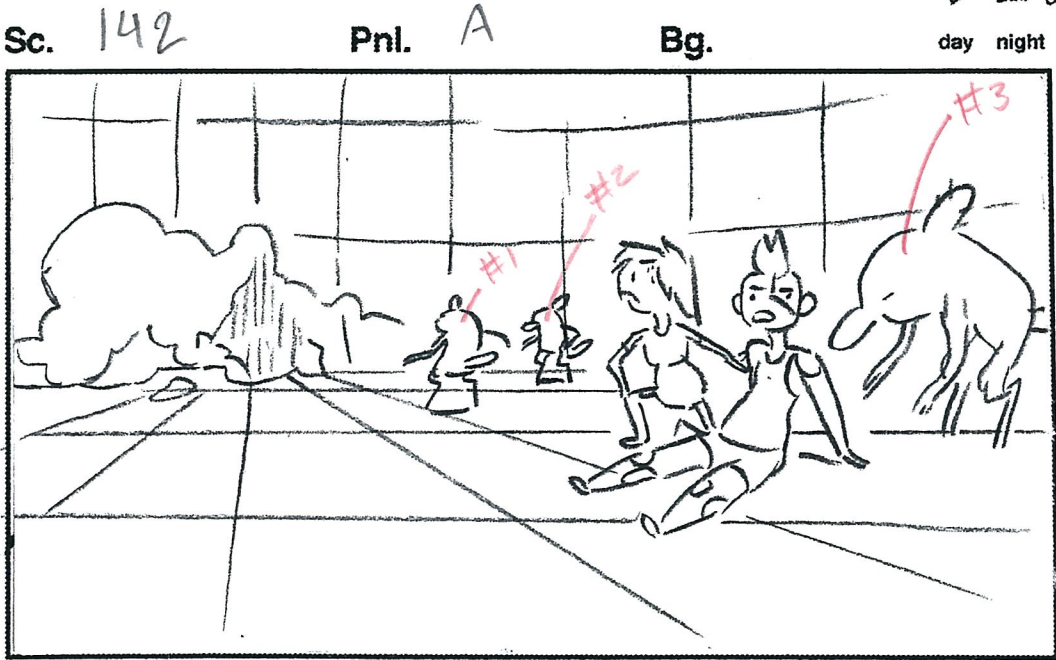
Action:

Timing:

EPISODE # 1034-242

Production:

ADVENTURE TIME



Dialog:	(T) SHE'S GETTING AWAY!
Action:	-T. HELPS UP D.G.
Timing:	

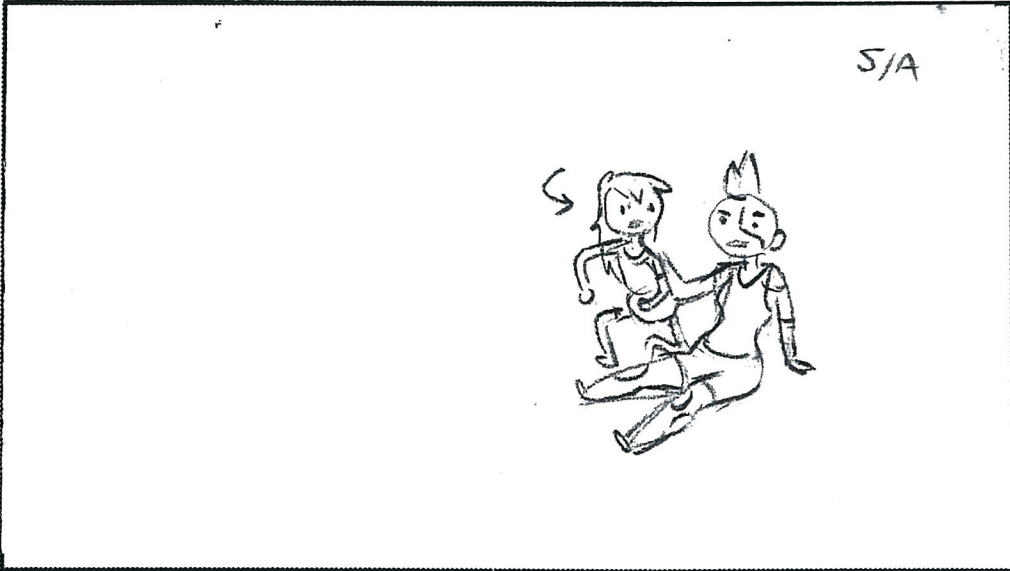
EPISODE # 1034-243

Production:

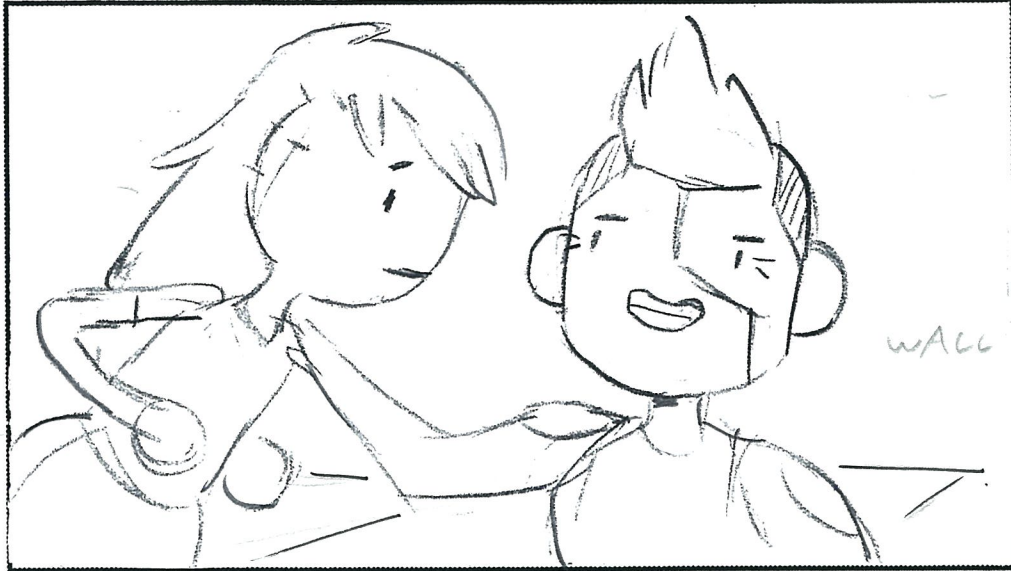
ADVENTURE TIME



Sc. 142 Pnl. C Bg. day night



Sc. 143 Pnl. A Bg. day night



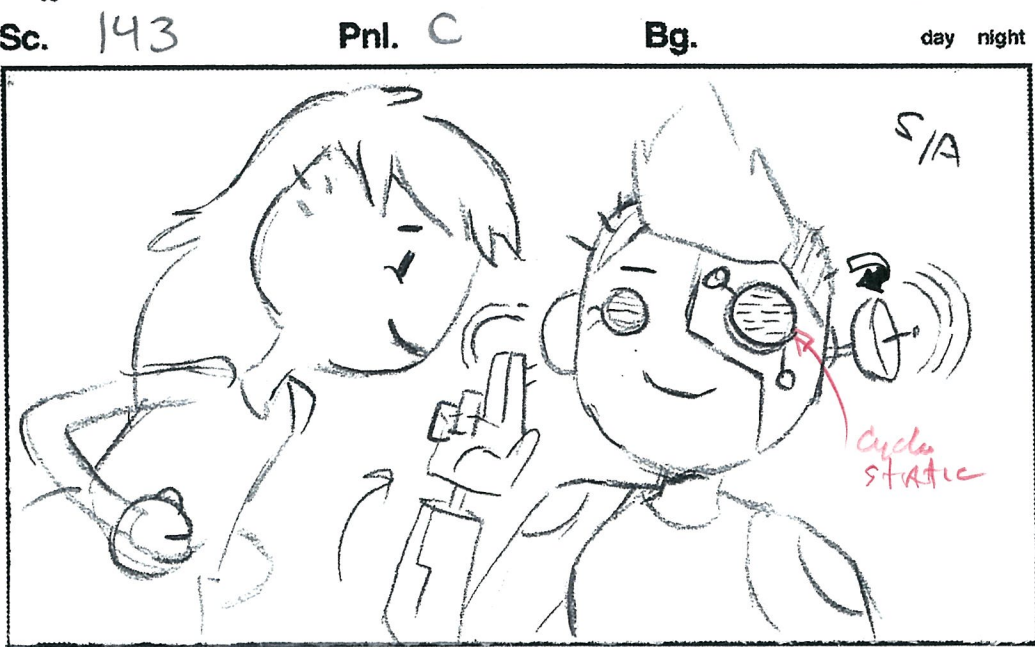
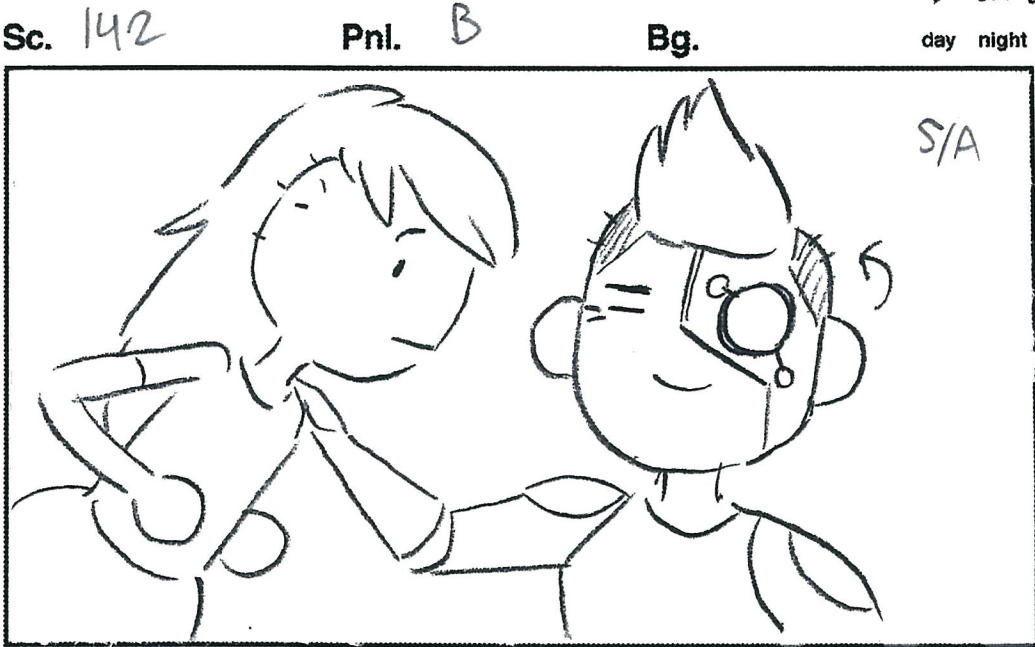
Dialog:	DR.G NO BIGGIE, TIFFANY	DG: MY BOYS WILL BRING THEM BACK
Action:	- DR.G. STOPS TIFFANY	
Timing:		

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	
SFX: * CLIK *	SFX: * PNG - PNG - PNG *
Action: - DR. G'S FACE PLATE FLIPS <u>OVER</u> FACE	- DR. G ACTIVATES <u>BEACON</u> - EYES GO STATIC
Timing:	

EPISODE # 1034-243

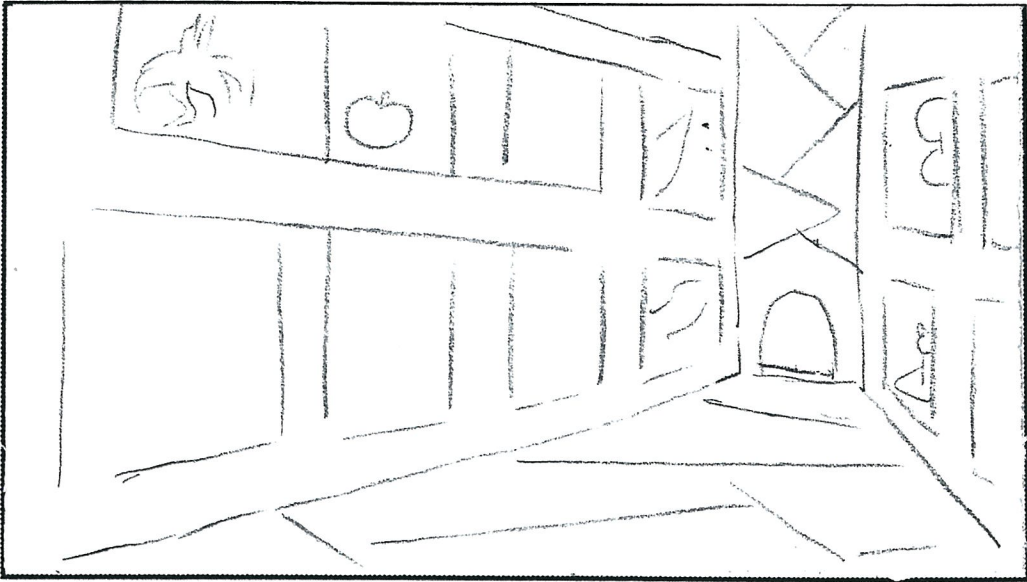
Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 144 Pnl. A Bg. day night



Sc. 145 Pnl. A Bg. day night



Dialog:	
Action:	- MENAGERIE INT. SFX: * PNG - PNG - PNG *
Timing:	

EPISODE # 1034-243

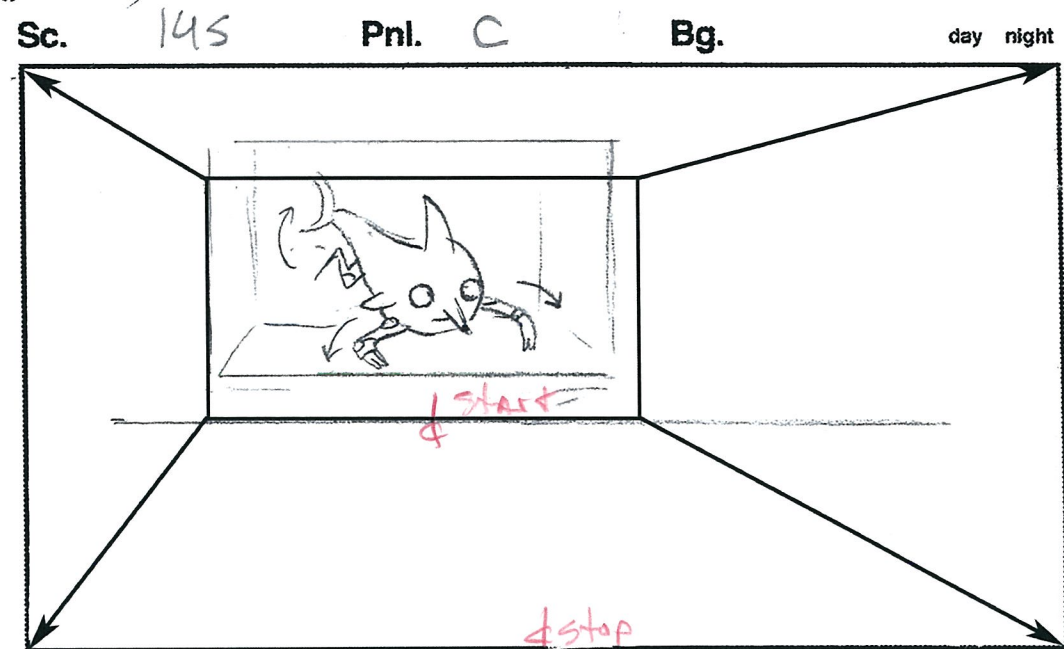
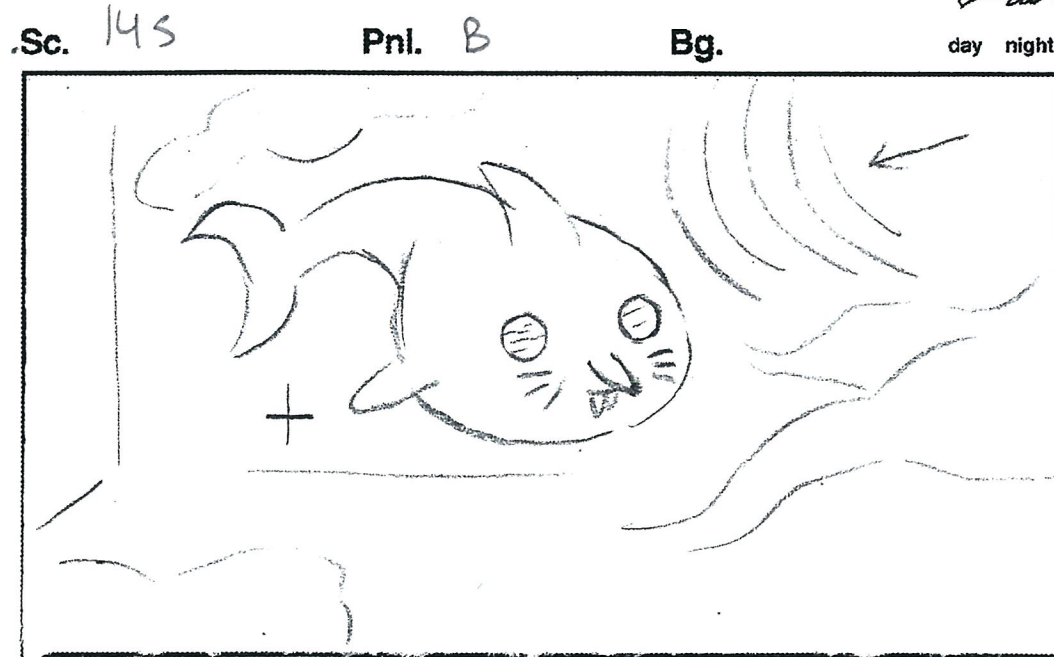
Production:

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 249



Dialog:

Diag.
T.O.

Action:

- SHARKMOUSE
EYES GO WHITE

- SHARK MOUSE UNFOLDS
CYBERNETIC LIMBS.

Timing:

- TRUCK OUT

EPISODE # 1034-243

END

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



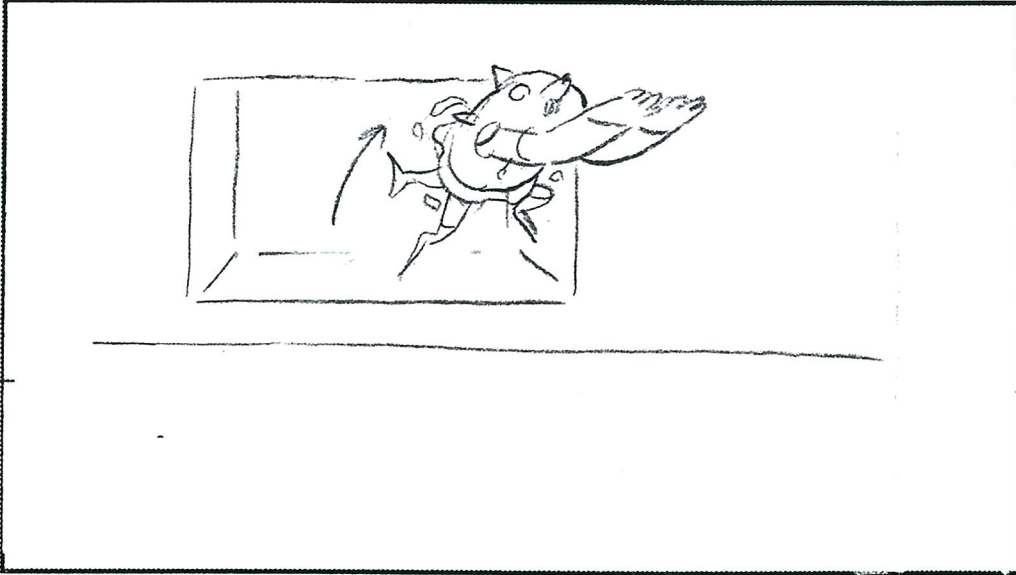
Page 250

Sc. 145

Pnl. D

Bg.

day night



Dialog:

SFX: * VMMM *

Action:

- S. MOUSE JUMPS
THROUGH FORCEFIELD

Timing:

Production:

1034-243

ADVENTURE TIME

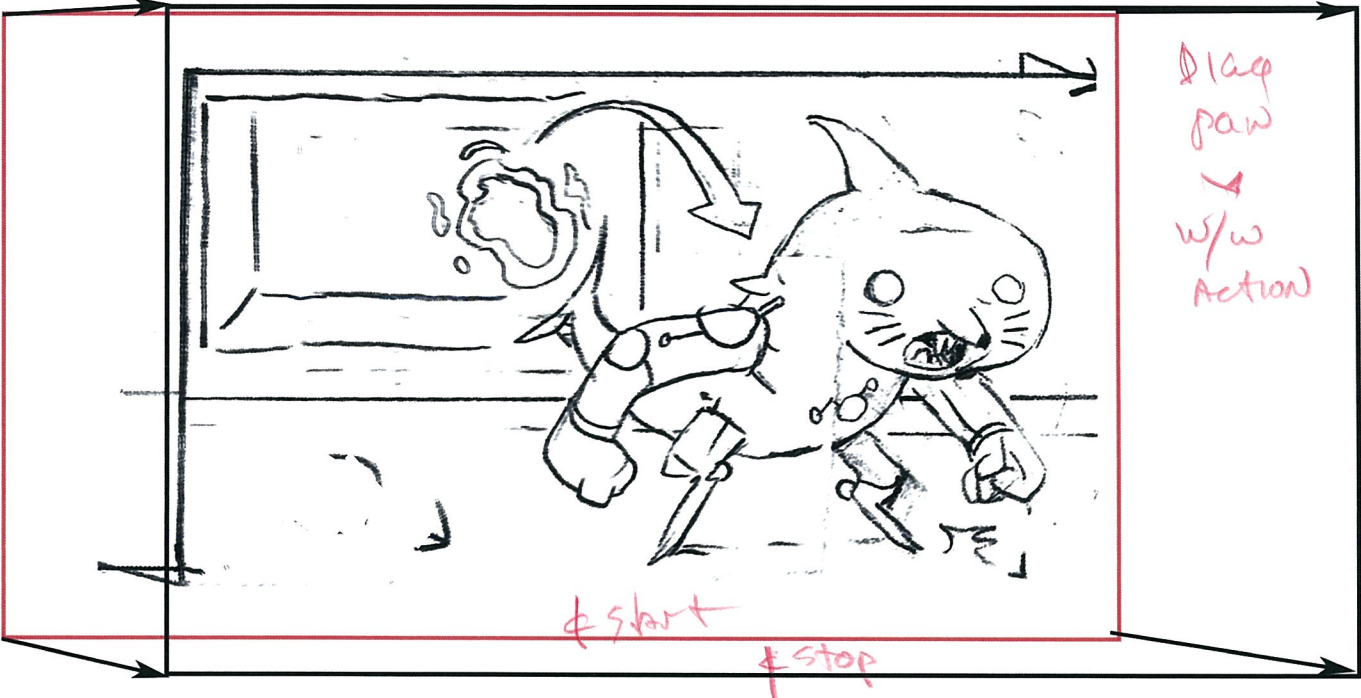


Sc. 145

Pnl. E

Bg.

day night



Dialog:	
Action:	SFX: * VMMM - SHARKMOUSE LEAPS FORWARD THRU FORCEFIELD
Timing:	

EPISODE # 1034-242

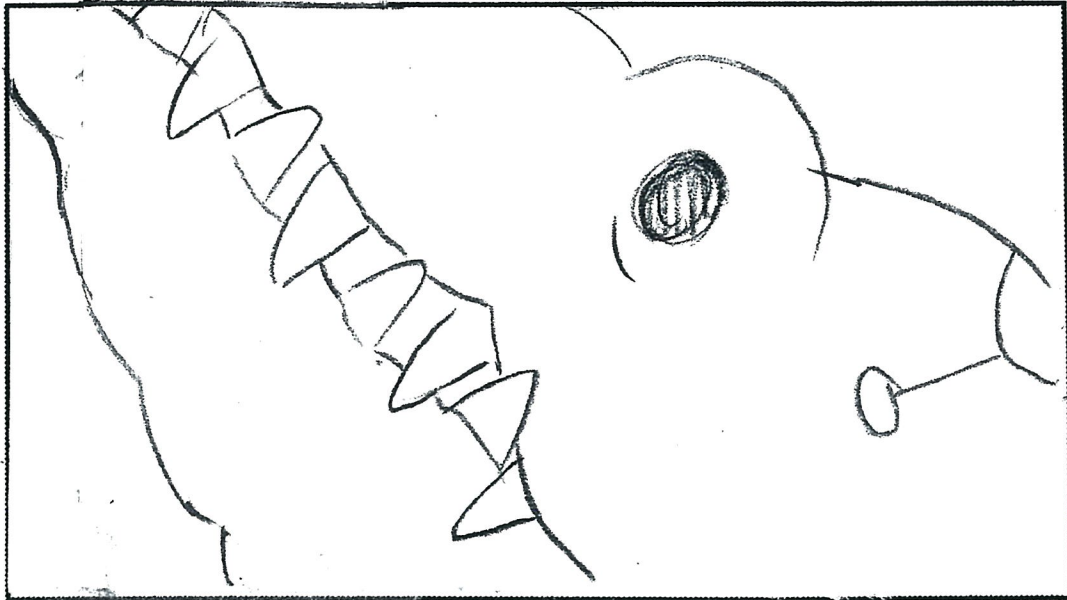
Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

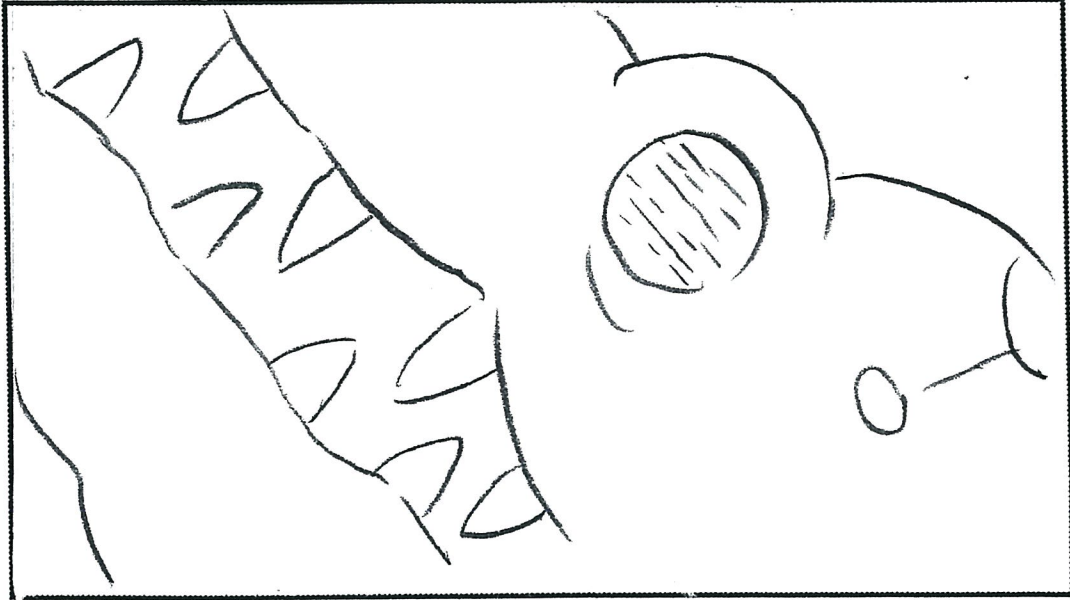
ADVENTURE TIME



Sc. 146 nl. A Bg. day night



Sc. 146 Pnl. B Bg. day night



Dialog:	
Action:	- GATOR SQUID EYES GO WHITE STATIC
Timing:	

EPISODE # 1034-243

Production:

ADVENTURE TIME



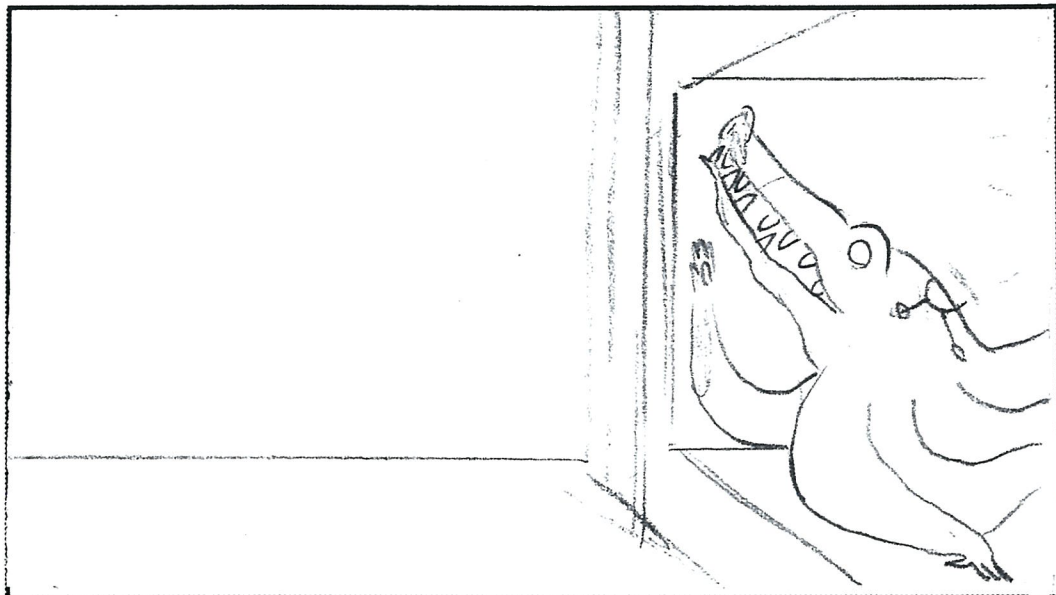
Page 252

Sc. 147

Pnl. A

Bg.

day night

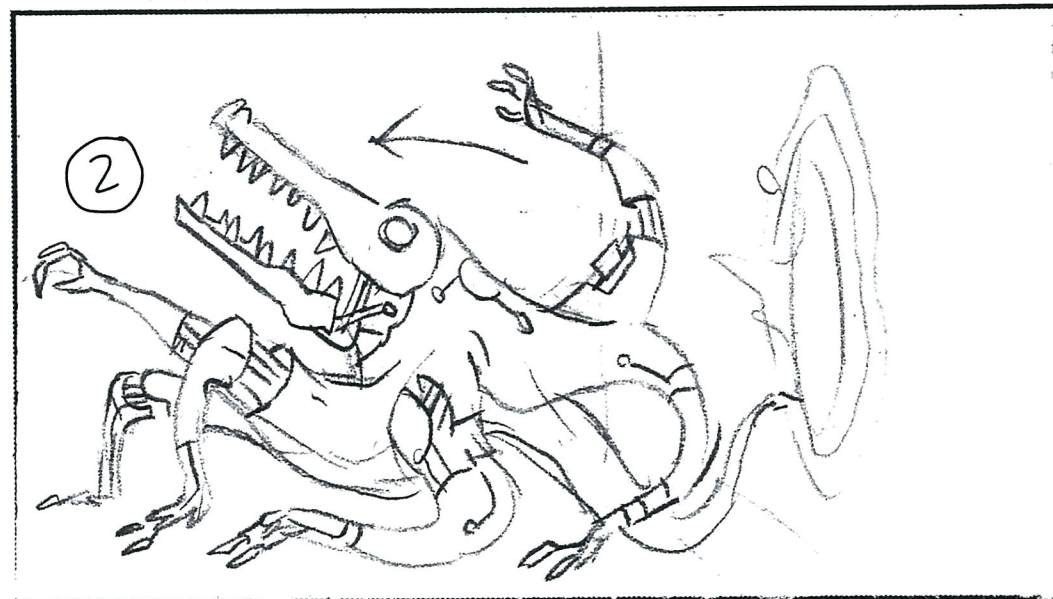


Sc. 147

Pnl. B

Bg.

day night



Dialog:

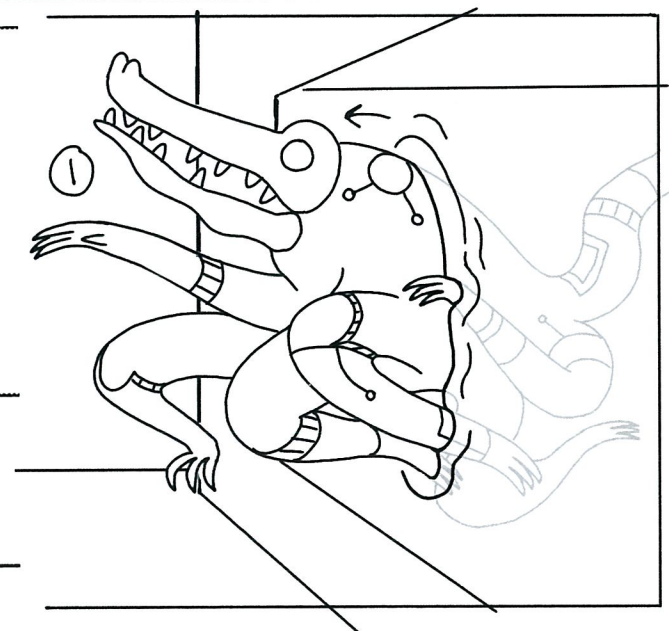
Action:

Timing:

-G.S. UNFOLDS
CYBERNETIC IMPLANTS

-G. SQUID CLIMBS
THRU FORCEFIELD

Sfx: XVMM



EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

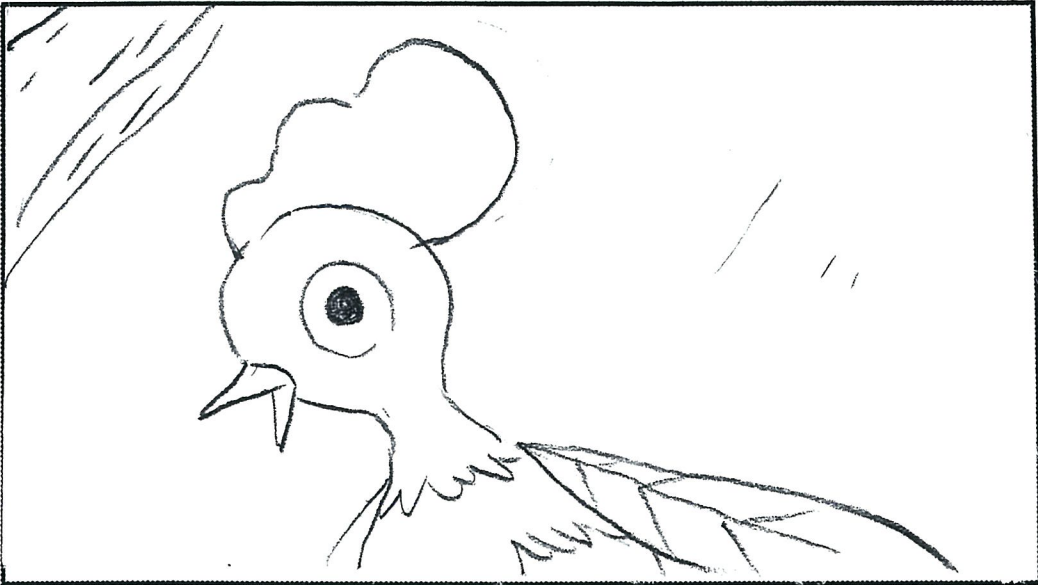


Sc. 148

Pnl. A

Bg.

day night



Sc. 148

Pnl. B

Bg.

day night



Dialog:

CHICKEN WASP
[SCREECH]

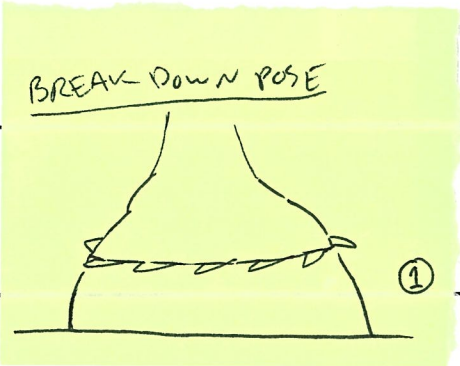
SFX:
* SHING *

Action:

- BUZZ SAW EXTENDS FROM
BODY

Timing:

← ANIMATE THROUGH POSE ②



EPISODE # 1054-243

Production:

ADVENTURE TIME

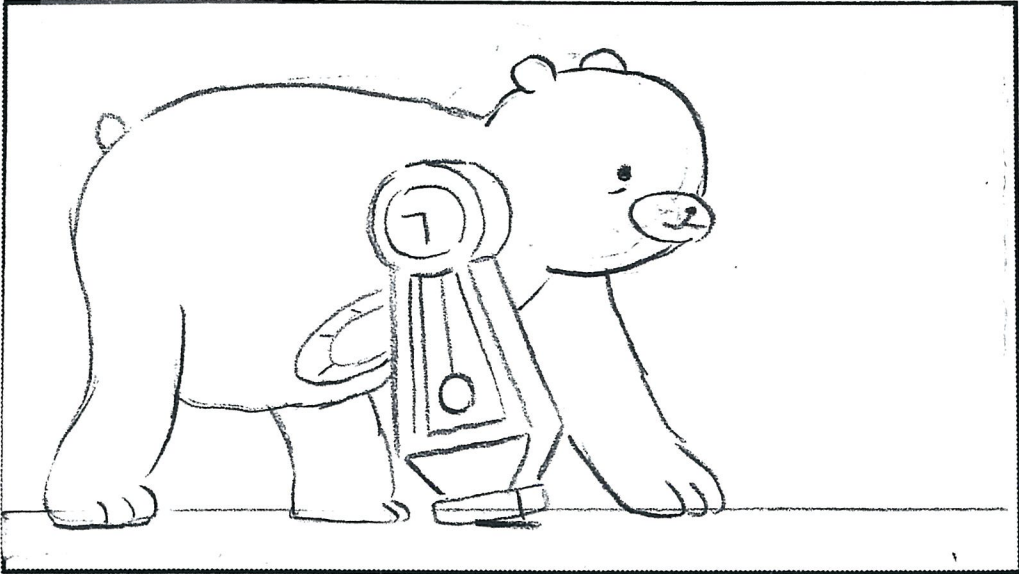


Sc. 149

Pnl. A

Bg.

day night

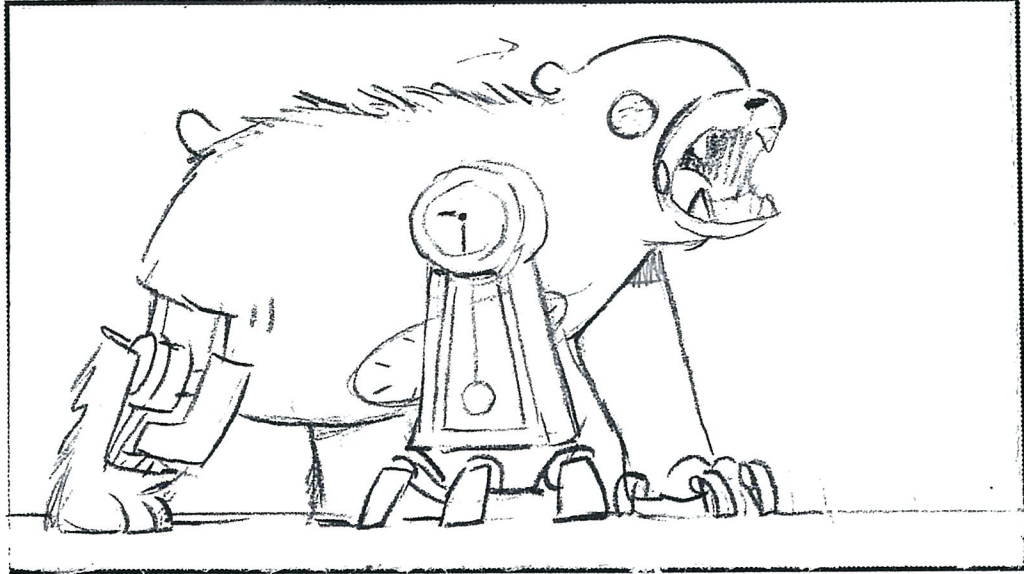


Sc. 149

Pnl. B

Bg.

day night



Dialog:

SFX: * VMM *

CLOCKBEAR:
[ROARS]

Action:

S.P.

Timing:

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, digitized or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 255

Sc. 150

Pnl. A

Bg.

day night



Sc. 150

Pnl. B

Bg.

day night



EPISODE # 1034-243

Production:

Dialog:

Action:

Timing:



CHIPMUNK: *HSSS*

SFX: Robotic Transform Sounds

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

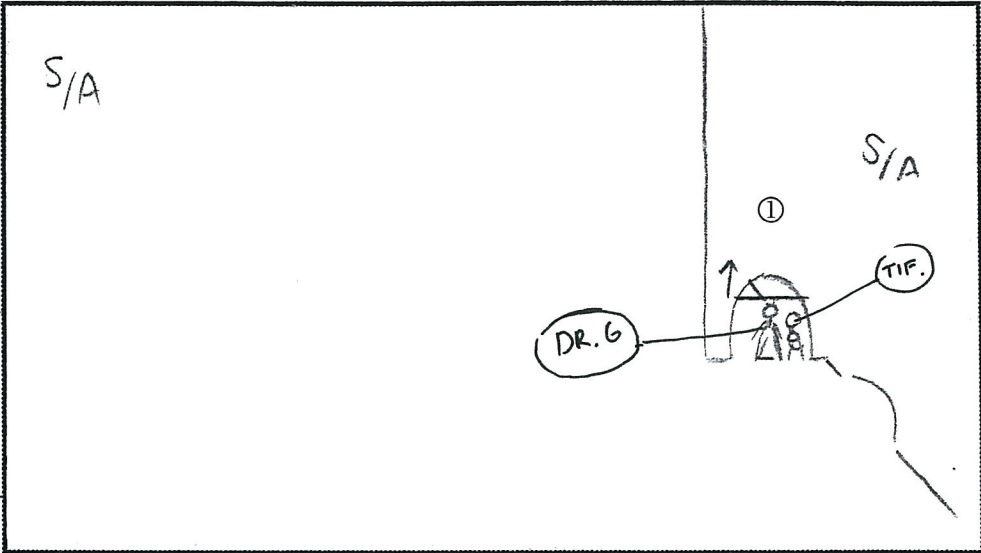
ADVENTURE TIME



Sc. 151 Pnl. A Bg. day night



Sc. 151 Pnl. B Bg. day night



Dialog:

Action:

Timing:

SFX: * VRRRR *

-DOOR RISES.



EPISODE # 1034-243

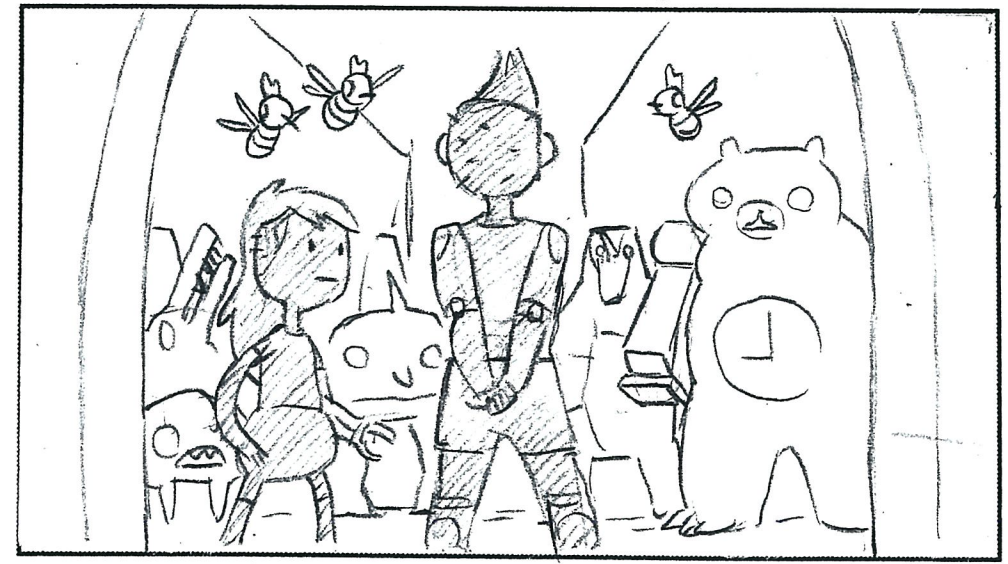
Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

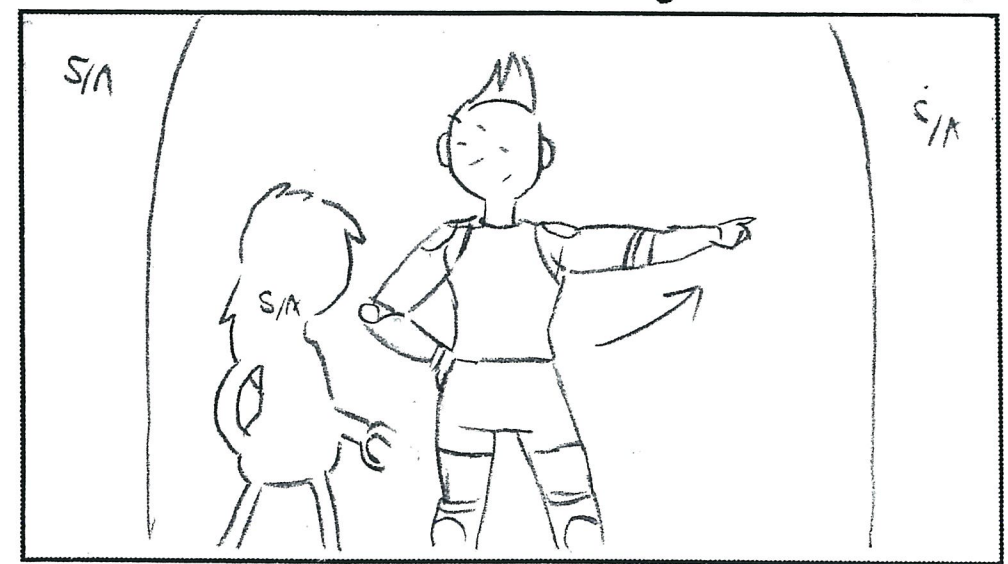
ADVENTURE TIME



Sc. 152 Pnl. A Bg. day night



Sc. 152 Pnl. B Bg. day night



Dialog:	
Action:	S.P.
Timing:	

PG. — FETCH EM UP.

EPISODE # 1034-243

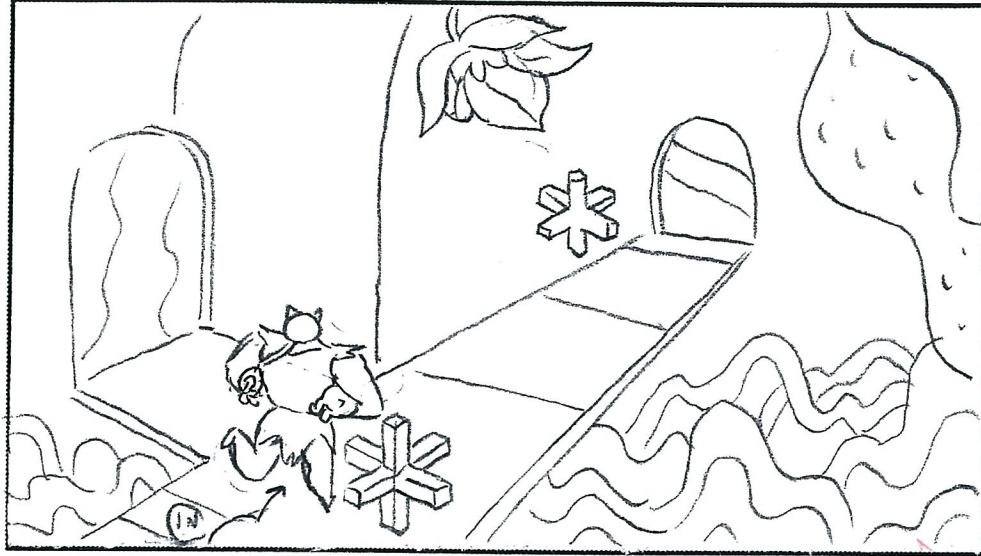
Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

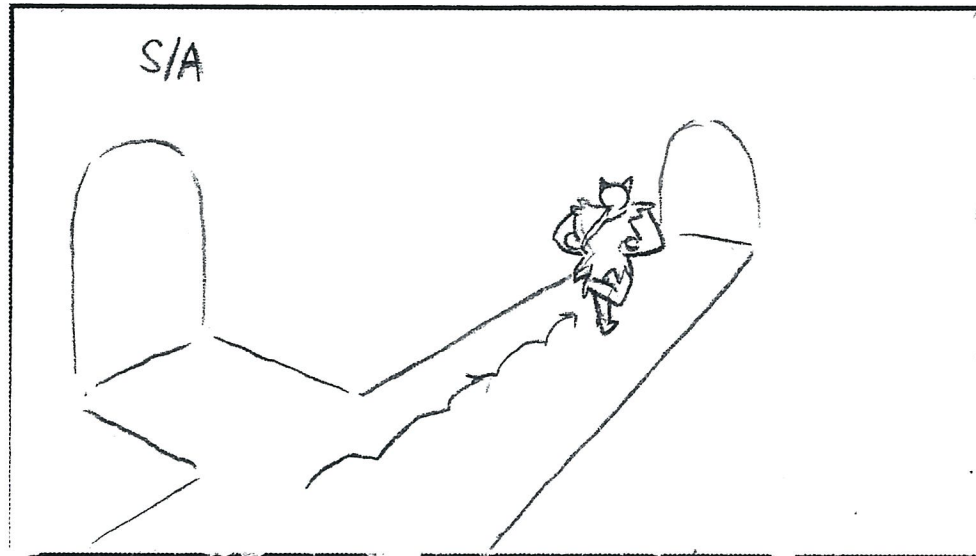
ADVENTURE TIME



Sc. 153 ↓ +SP Pnl. A Bg. day night



Sc. 153 Pnl. B Bg. day night



Page 258

EPISODE # 1034-243

Production:

Dialog:

Plasma

SS: THIS WAY, /

Action:

-SS RUNNING

← BG FROM BEGINNING OF SONG.

Timing:

ADVENTURE TIME

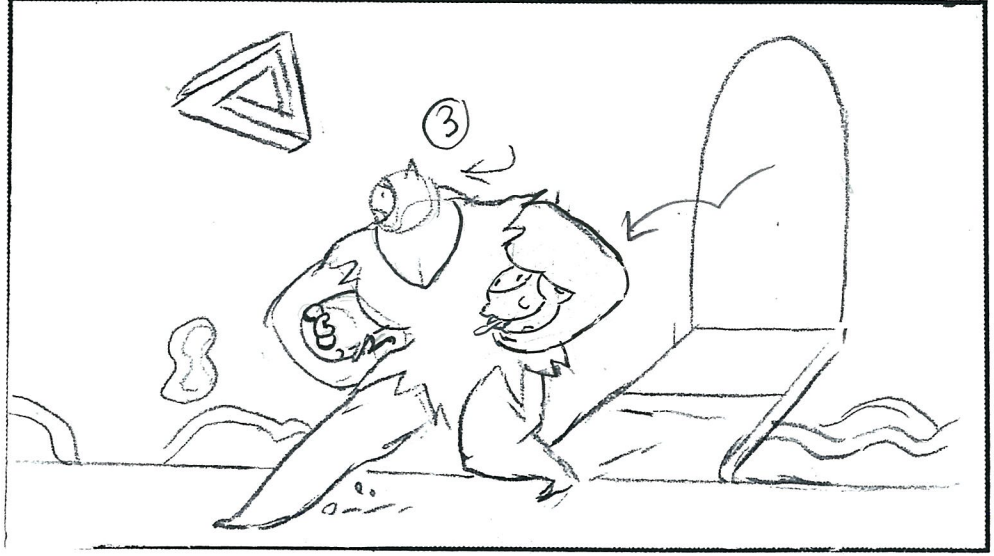


Sc. 154

Pnl. A

Bg.

day night

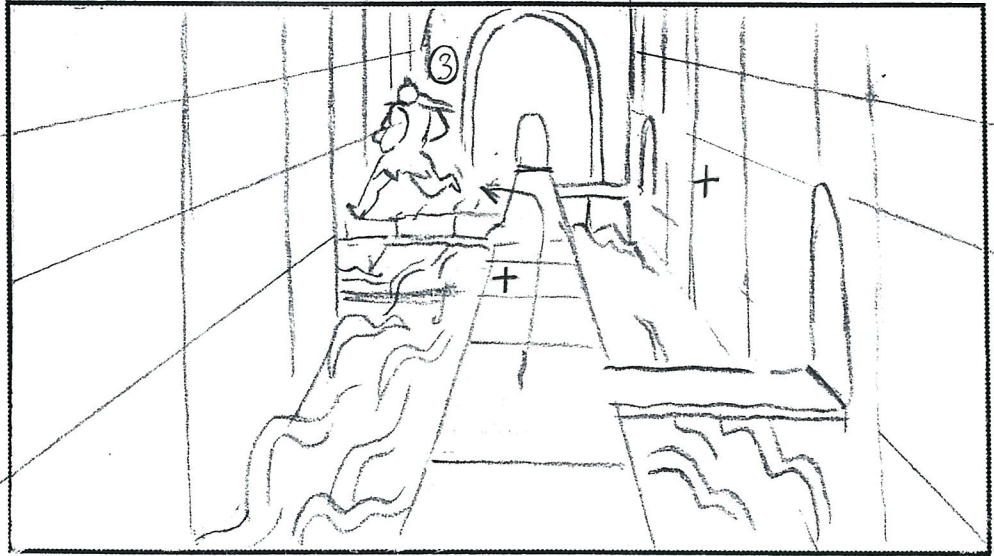


Sc. 155

Pnl. A

Bg.

day night



Dialog:	
SS: RIGHT	
SFX: SKSHH	
Action:	- S. RUNS ON/S SKIDS TO A STOP - SHE LOOKS TO THE RIGHT
Timing:	

SS: LEFT.

- S. RUNS STRAIGHT THEN VEERS LEFT



EPISODE # 1054-243

Production:

ADVENTURE TIME

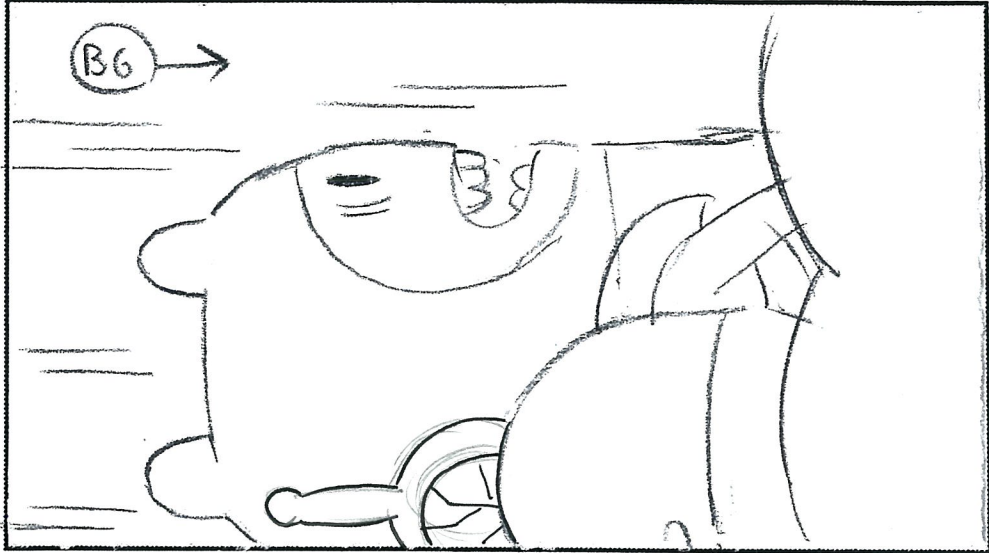


Sc. 156

Pnl. A

Bg.

day night



Sc. 157

Pnl. A

Bg.

day night



Dialog:

(F) DANG, SUSAN. DID
YOU MEMORIZE
THE LAYOUT?

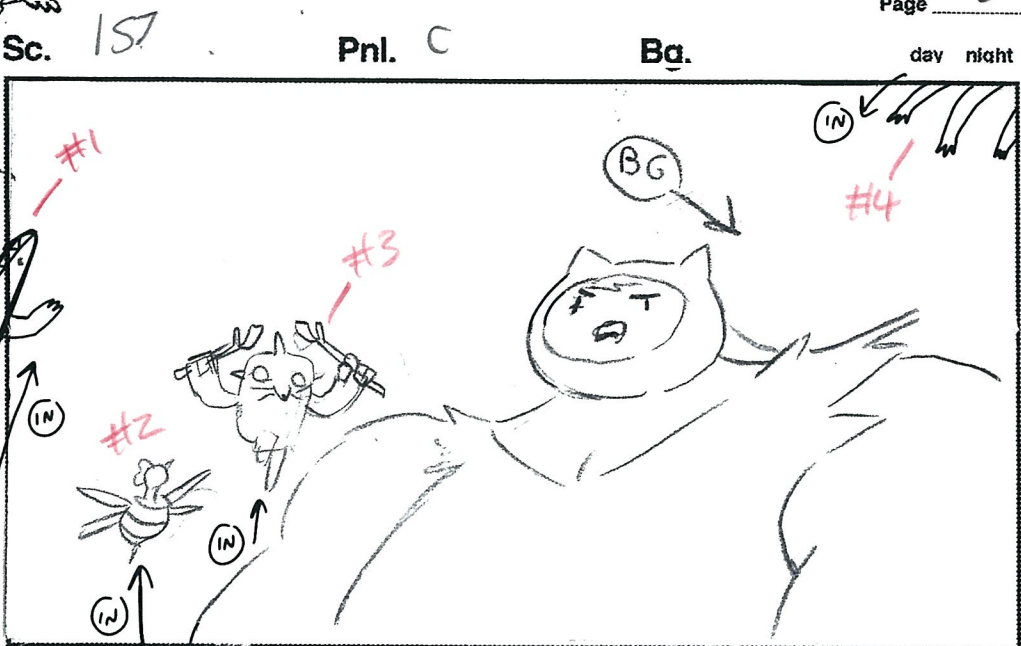
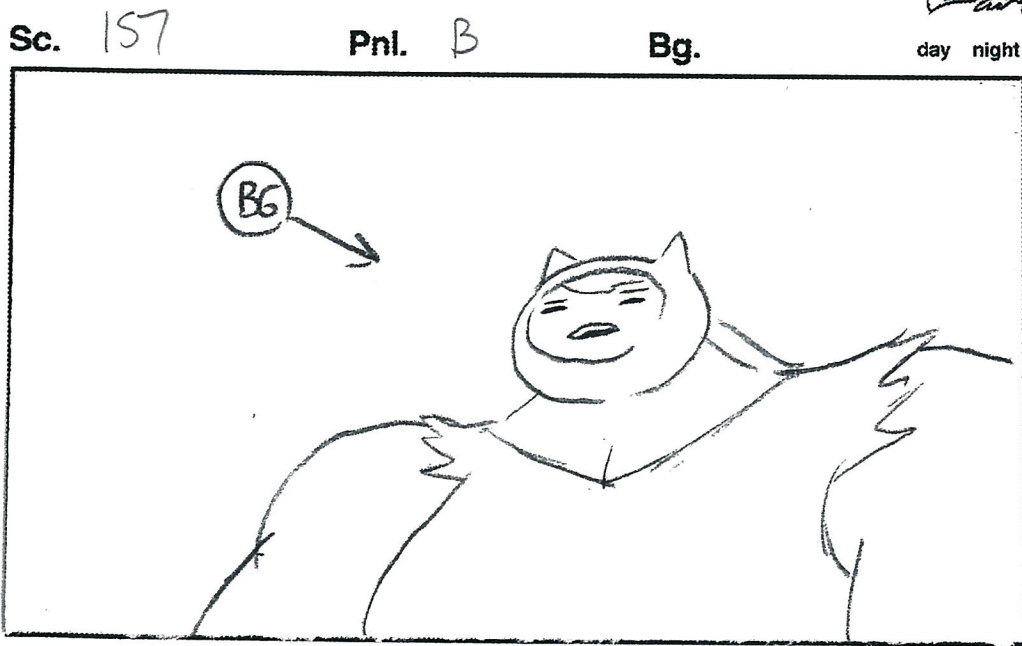
Action:

SS: SUSAN JUST...

Timing:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

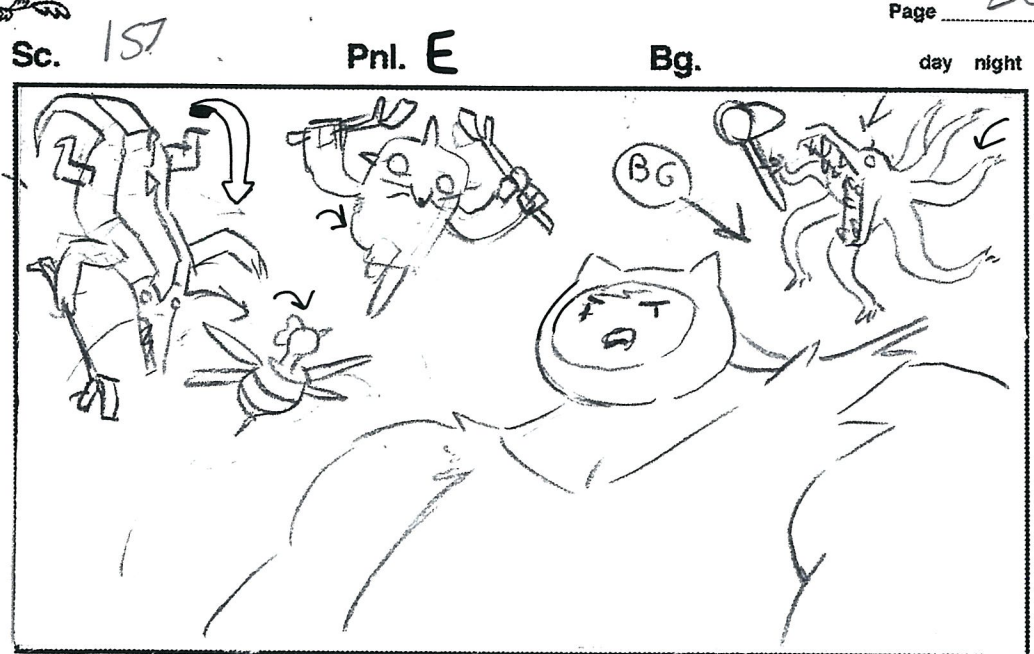
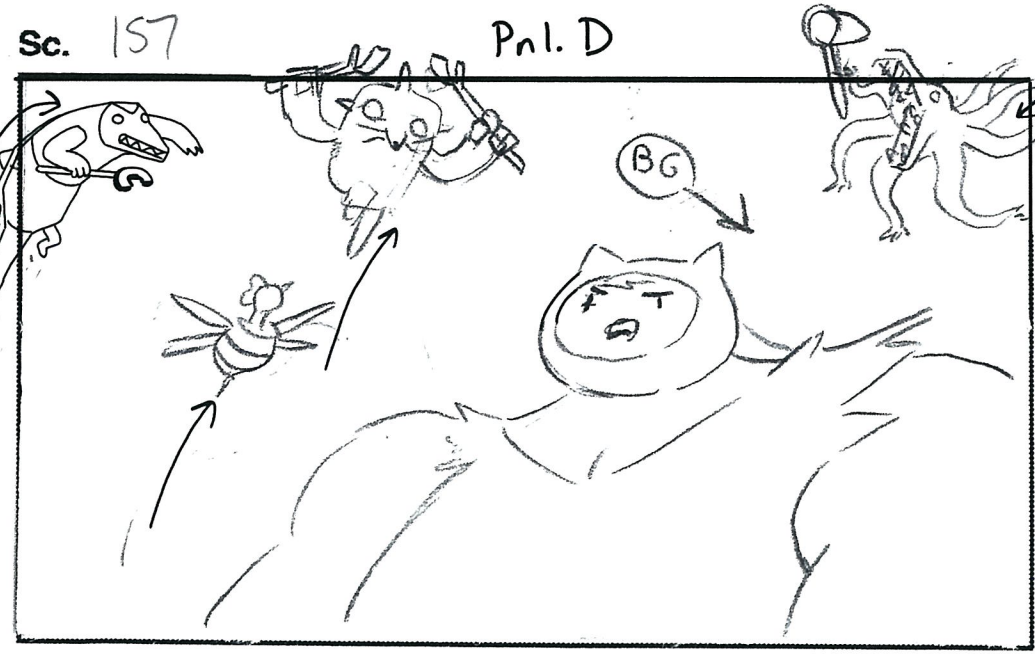


Dialog:	SS: <u>KNOWS</u> somehow...	
Action:		- HYBRIDS LEAP ON/5.
Timing:		

EPISODE # 1034-243
Production:

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, signed for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Dialog:	
Action:	
Timing:	

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



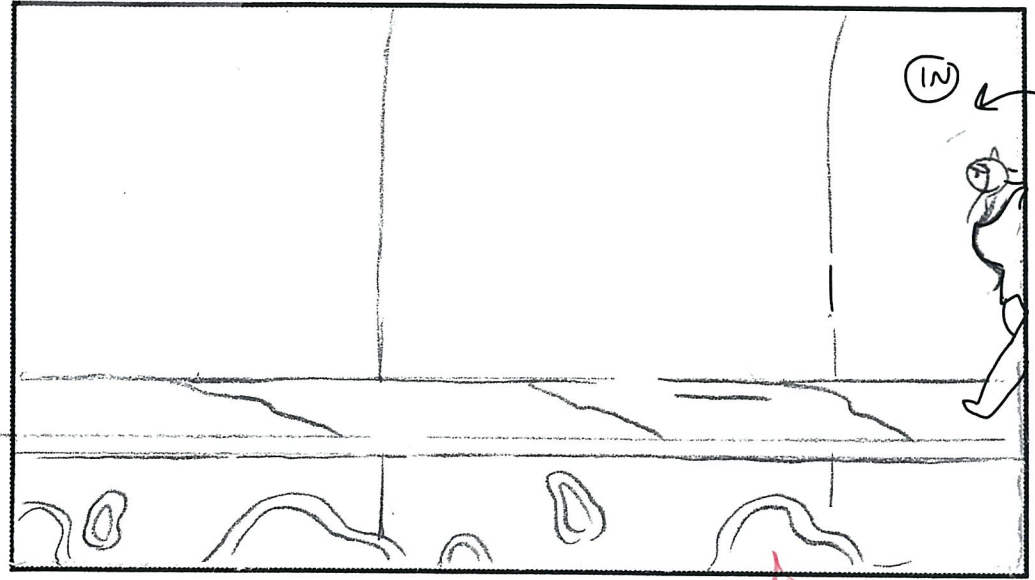
Page 262

Sc. 158

Pnl. A

Bg.

day night

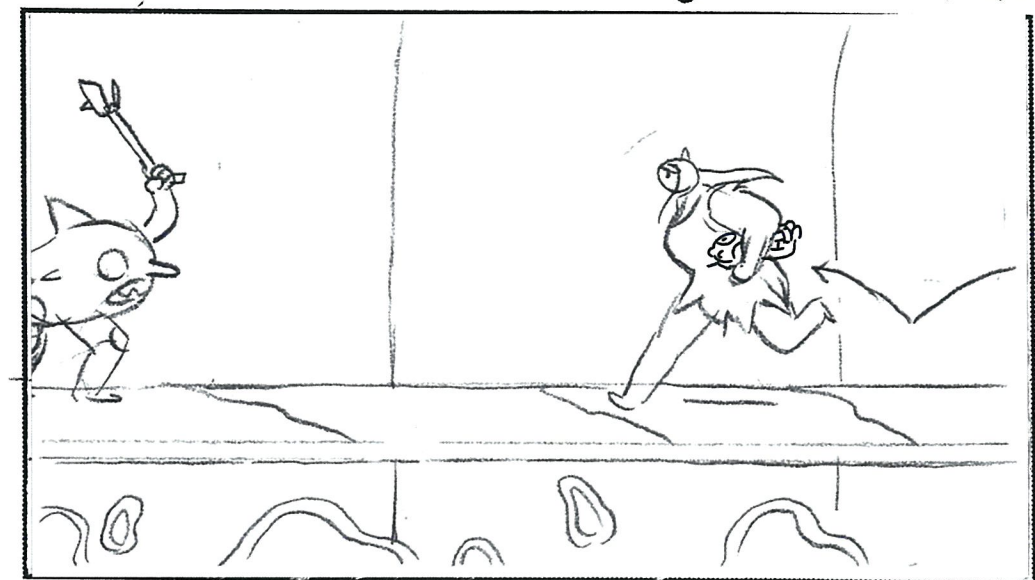


Sc. 158

Pnl. B

Bg.

day night



Dialog:	
SFX/ Footsteps	
Action:	
-S. RUNS ON/S.	- SHARKMOUSE LANDS IN FRONT of SUSAN.
Timing:	

PLASMA

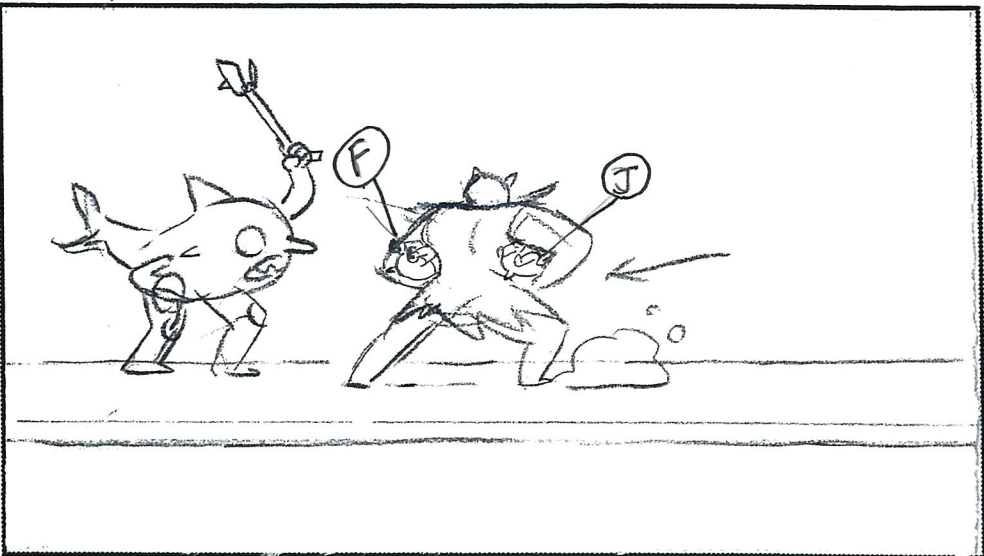
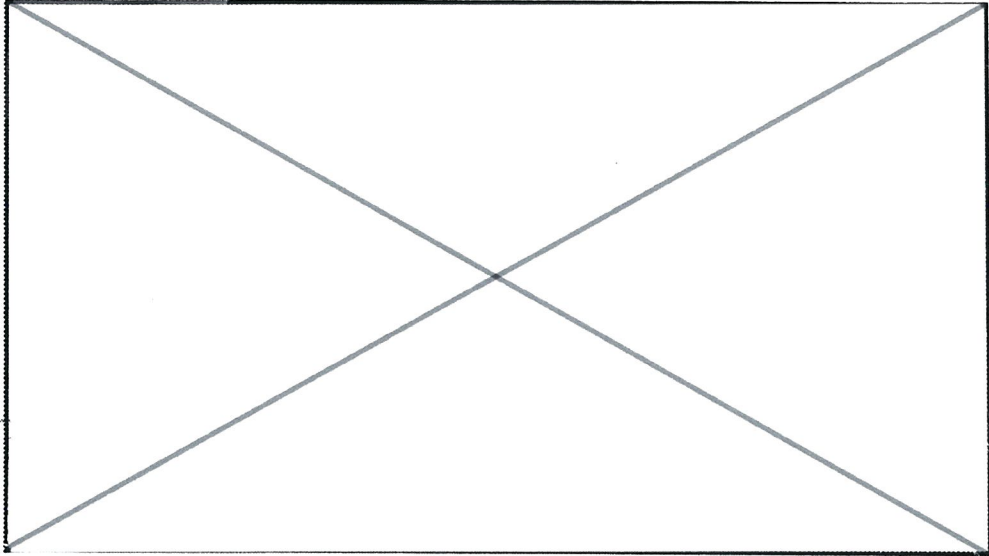
EPISODE # 1034-243

Production:

ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. 158 Pnl. C Bg. day night



Dialog:	
SFX: THOOM!	
Action:	
Timing:	

EPISODE # 1034-243
Production:

© 2011 Time Warner Entertainment Company, L.P. All rights reserved. This material is the property of Time Warner Entertainment Company, L.P. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



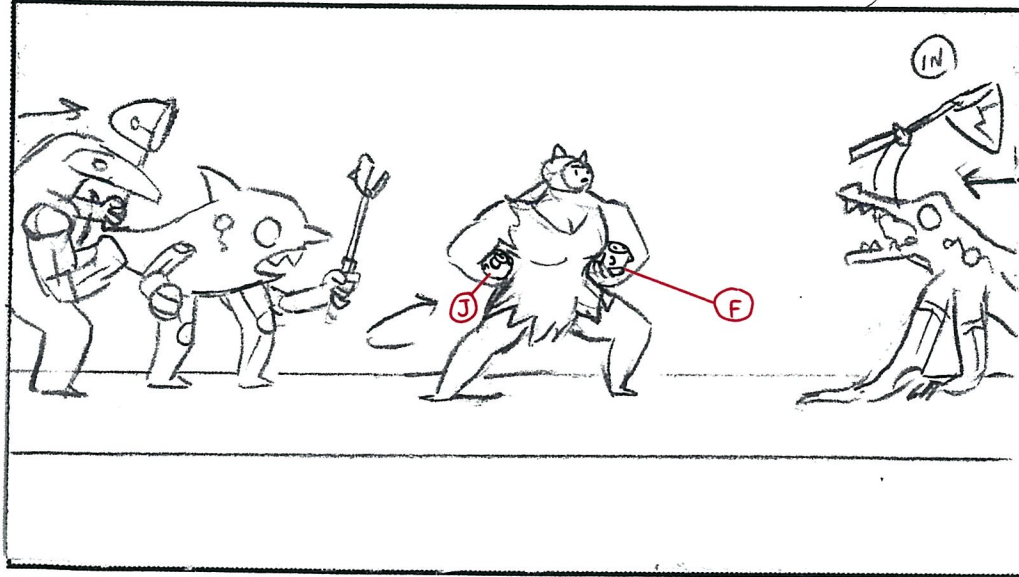
Page 263

Sc. 158

Pnl. ~~E~~ D

Bg.

day night



Sc. 159

Pnl. A

Bg.

day night



Dialog:	<u>DR.G:</u> (SPEAKING THROUGH ANIMALS) RETURN TO THE LAB...		<u>SS:</u> FINN ...
Action:			
Timing:			

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 159

Pnl. B

Bg.

day night

Sc. 160

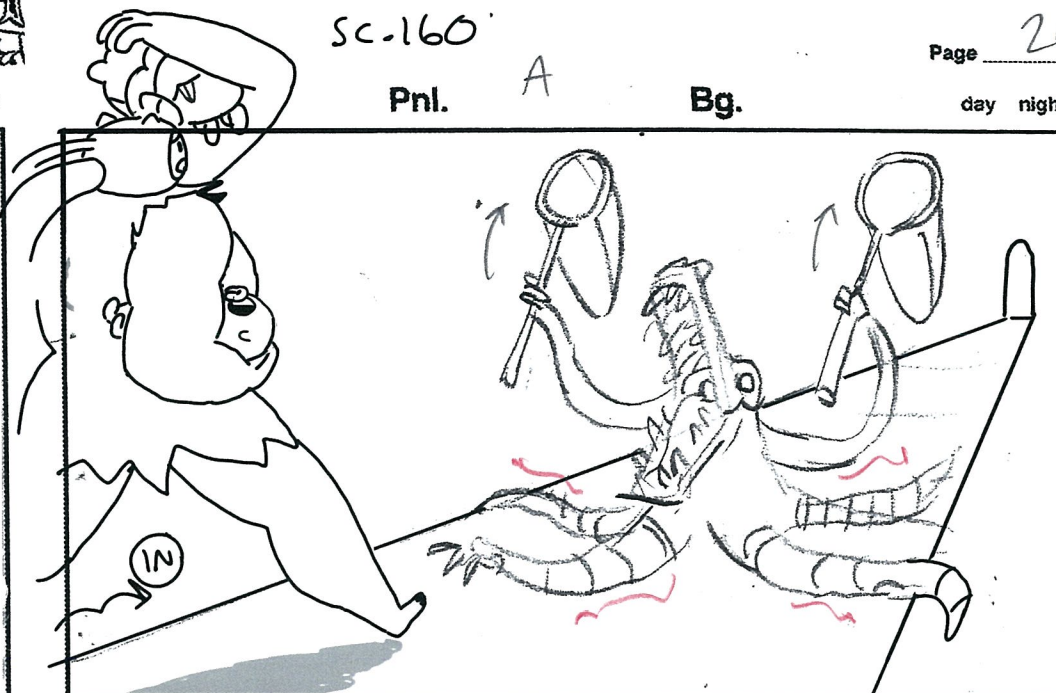
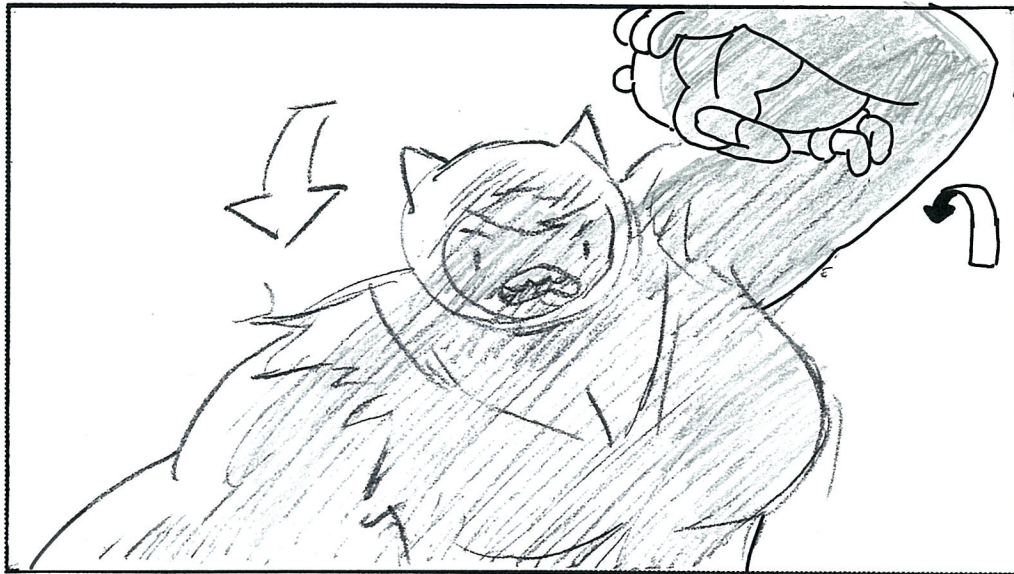
Pnl. A

Bg.

Page

264

day night



Dialog:

SS SUSAN WILL PROTECT YOU!!

Action:

- SUSAN LUNGES
AT CAMERA

- SUSAN RUNS ON/S

Timing:

EPISODE # 1034-243

Production:

43

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 160 Pnl. B Bg. day night

start Diag. Pan

Sc. Pnl. Bg. day night

Dialog:	SFX: WHAM / (F) WAH!
Action:	- SUSAN SMASHES GATOR W/ FINN.
Timing:	

ADVENTURE TIME

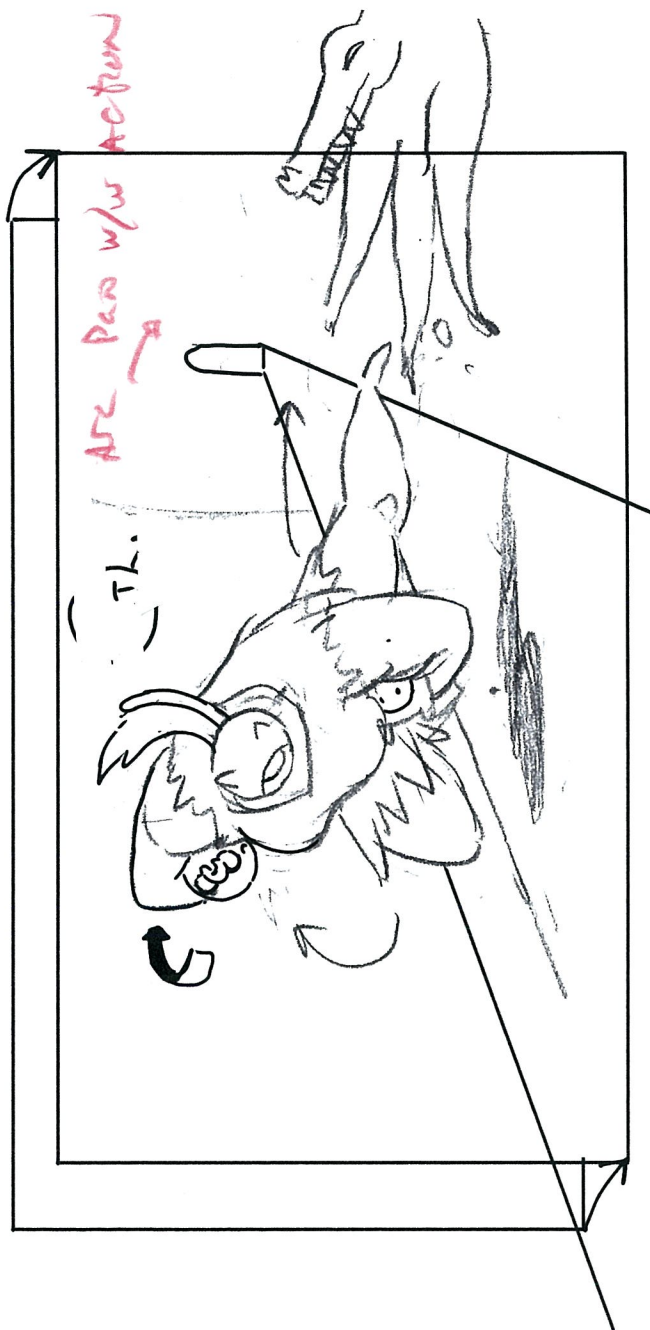


Sc. 160 Pnl. C



- Susan jumps at gator as gator recovers from hit
- CAM ADJ. WITH SUSAN AS SHE JUMPS

Sc. 160 Pnl. D



SS: [GRUNT!]

- S. TWISTS IN AIR & KICKS GATOR OFF CATWALK
- CAM ADJ. W/ SUSAN

* ADJ. W/ACTION IN ONE CONTINUOUS CAM. MOVE *

ADVENTURE TIME



266

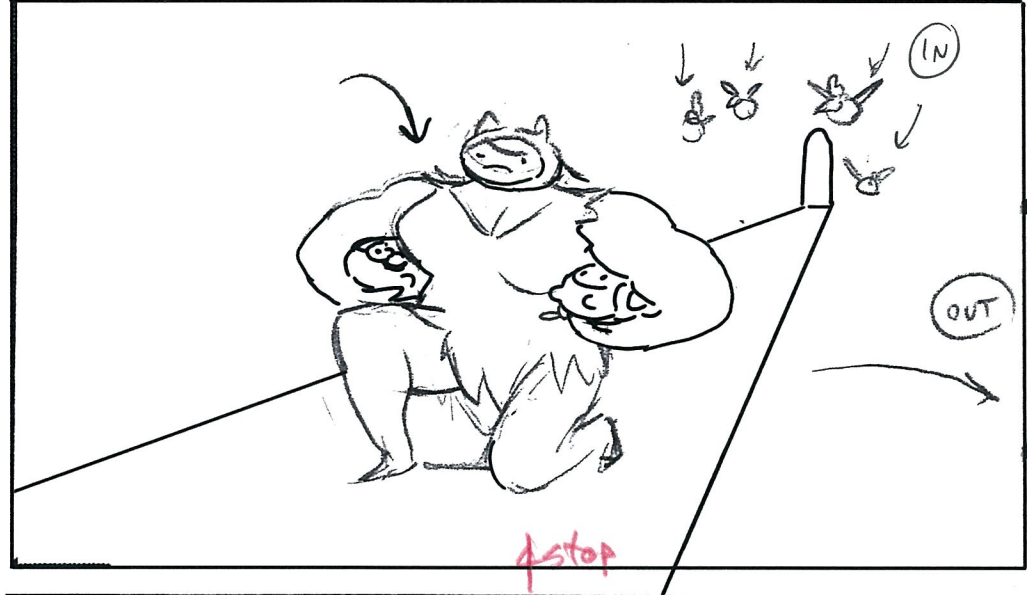
Page _____

Sc. 160

Pnl. E

Bg.

day night

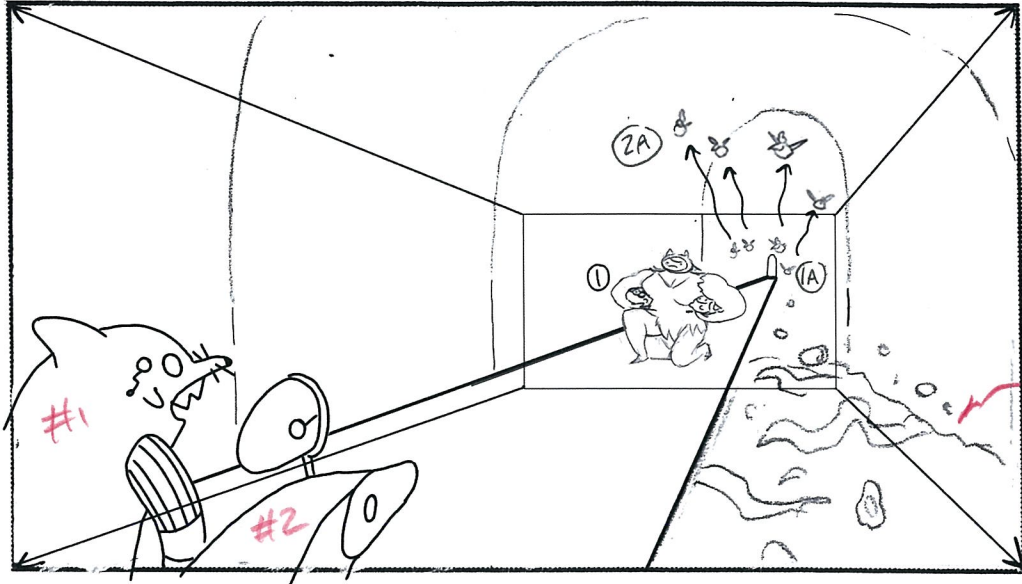


Sc. 160'

Pnl. F

Bg.

day night



EPISODE # 1034-243

Dialog:

SFX/ Footsteps

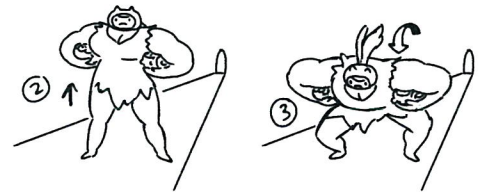
Action:

Timing:

-SS HOPS TO FEET

-TRUCK OUT AS SHE GETS UP

-HYBRIDS CHARGE



Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
					160	G			

Dialog:	<p>Ⓢ SUSAAAN!</p> <p>-SS LUNGES FORWARD -MUTANTS ADVANCE -CAM ADJ. W/ACTION</p>
Action:	
Timing:	

EPISODE # 1034-243

Production:

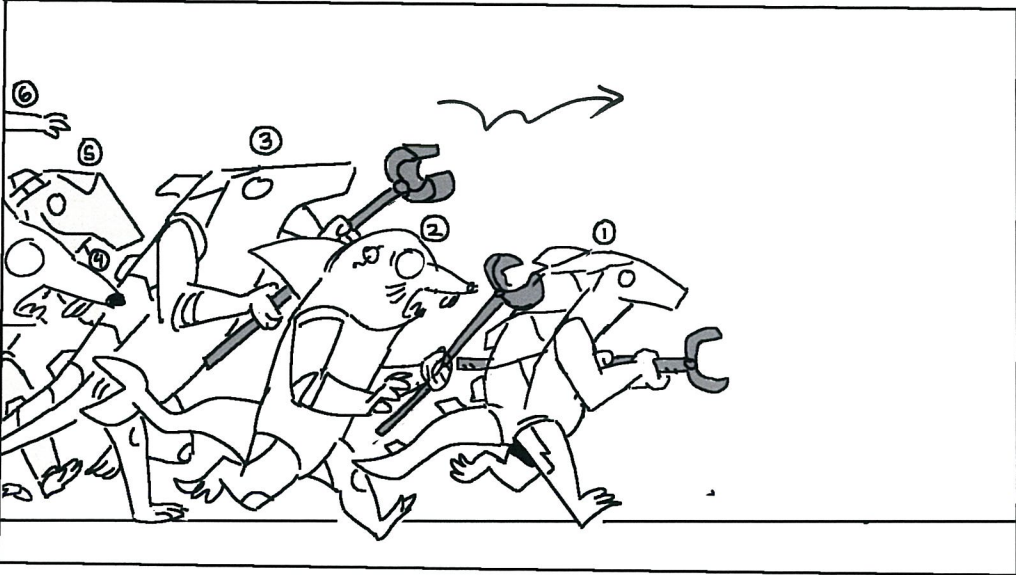
©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



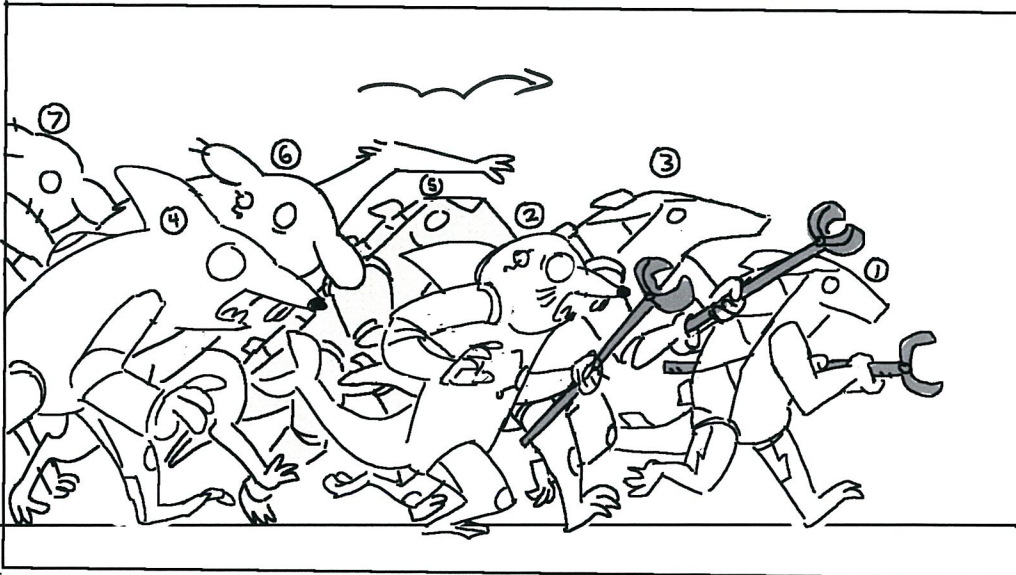
Sc. 161 Pnl. A Bg.

day night



Sc. 161 Pnl. B Bg.

day night



Dialog:

F/ waAAAAA-

Action:

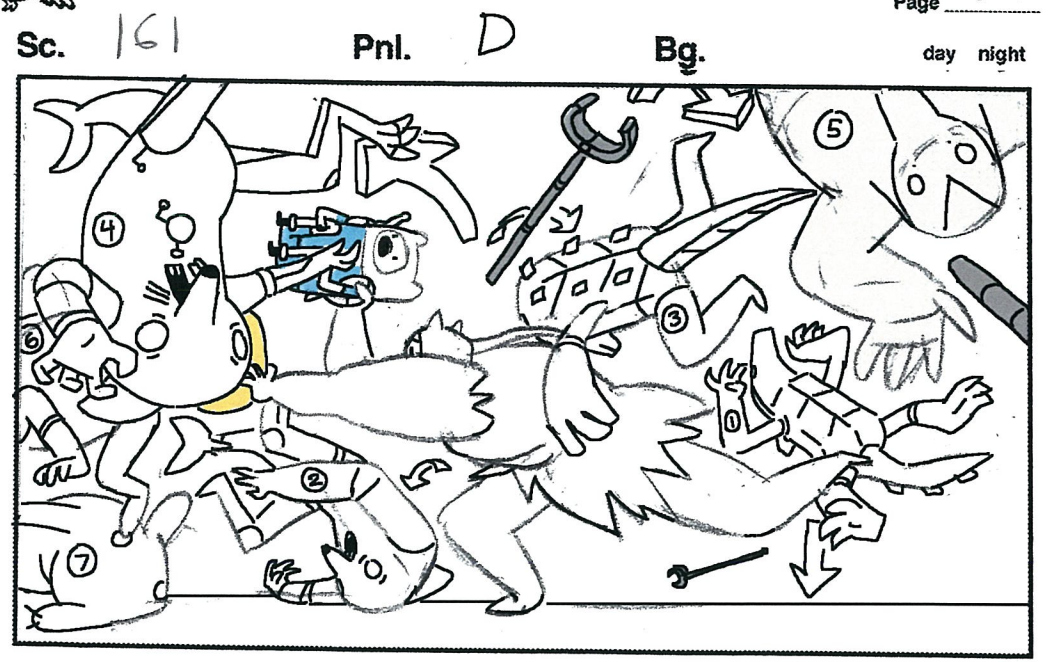
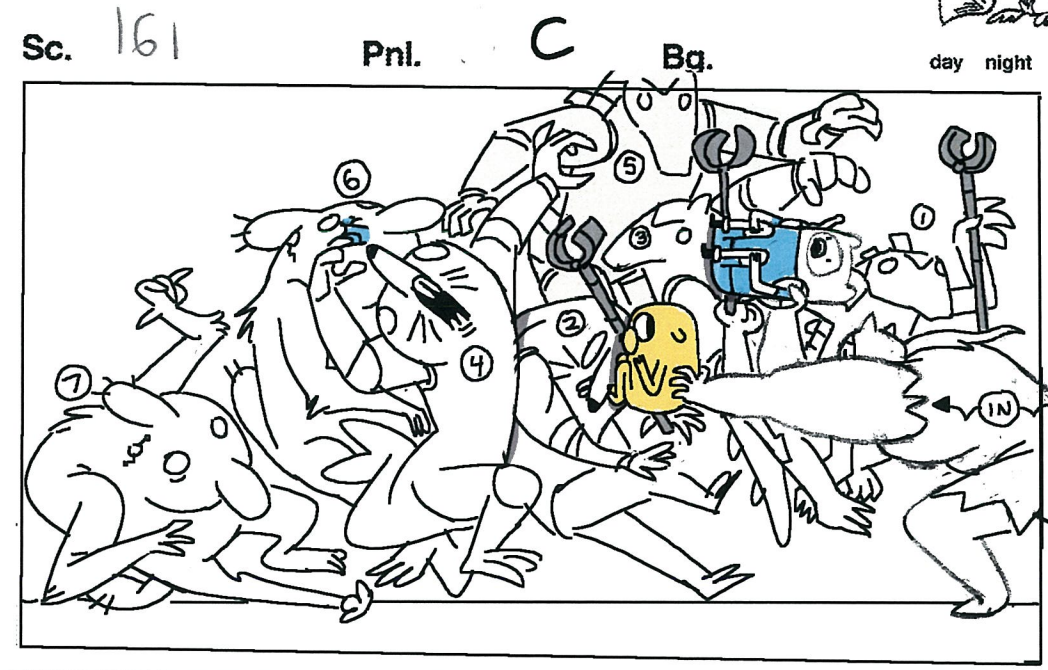
- HYBRIDS ADVANCE

Timing:

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



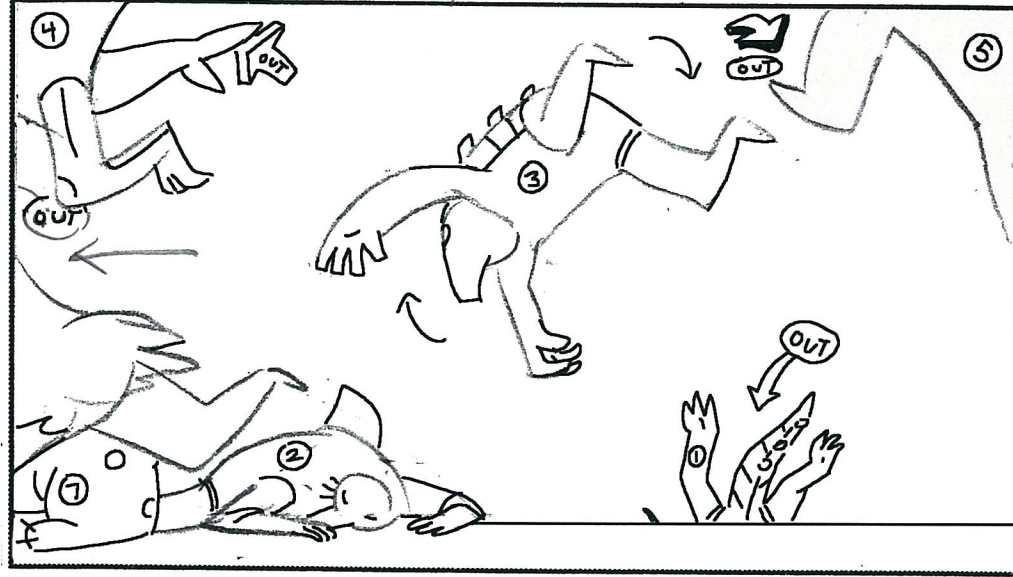
Dialog:	
F: AAAHH!!	
SFX/ Punching	
Action:	- S.S. PLAWS THROUGH HYBRIDS.
Timing:	

EPISODE # 1034-243

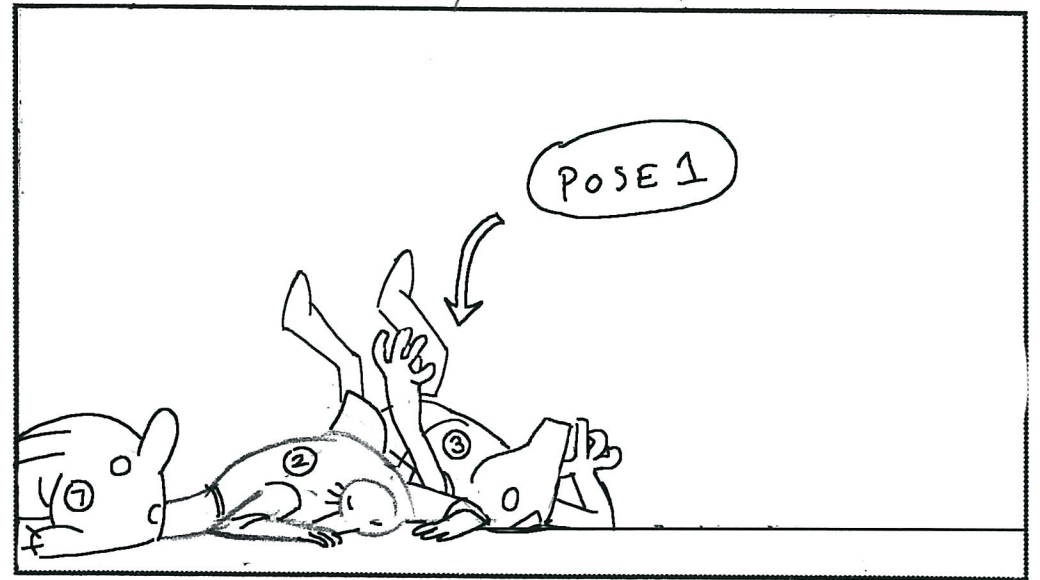
Production:



Sc. 161 Pnl. E Bg. day night



Sc. 161 Pnl. F Bg. day night



Dialog:

SFX/ Falling Hybrids

Action:

- S. CHARGES OFF/S.

- HYBRIDS FALL LIKE BOWLING PINS.

Timing:



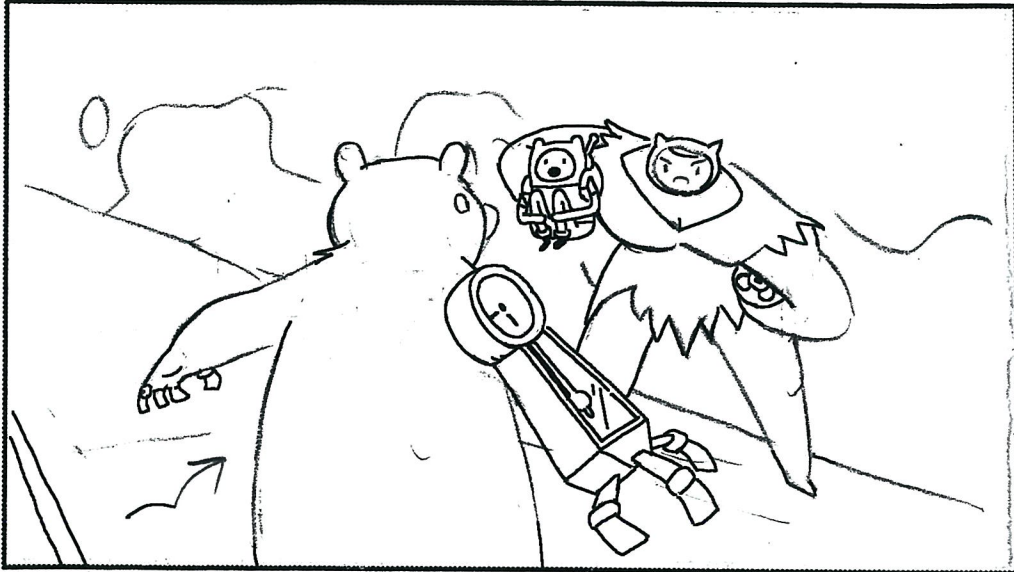
EPISODE # 1034-243

Production:

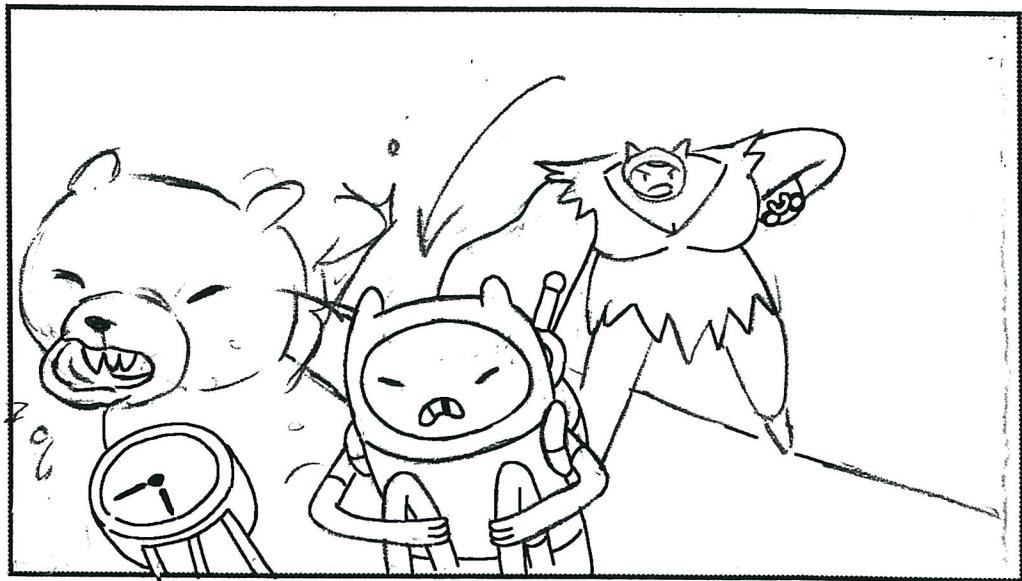
ADVENTURE TIME



Sc. 162 Pnl. A Bg. day night



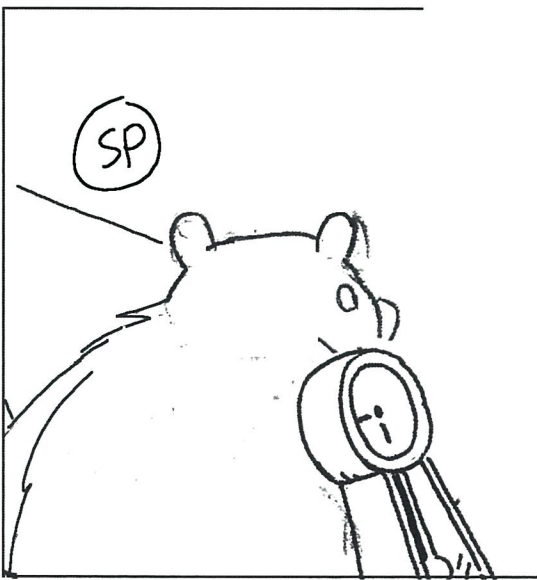
Sc. 162 Pnl. B Bg. day night



Dialog:

Action: - CLOCK BEAR STANDS IN

Timing:



(F) OOF! SFX: *CHIME!* *

- SUSAN PUNCHES
CLOCK BEAR W/ FINN

EPISODE # 1034-243

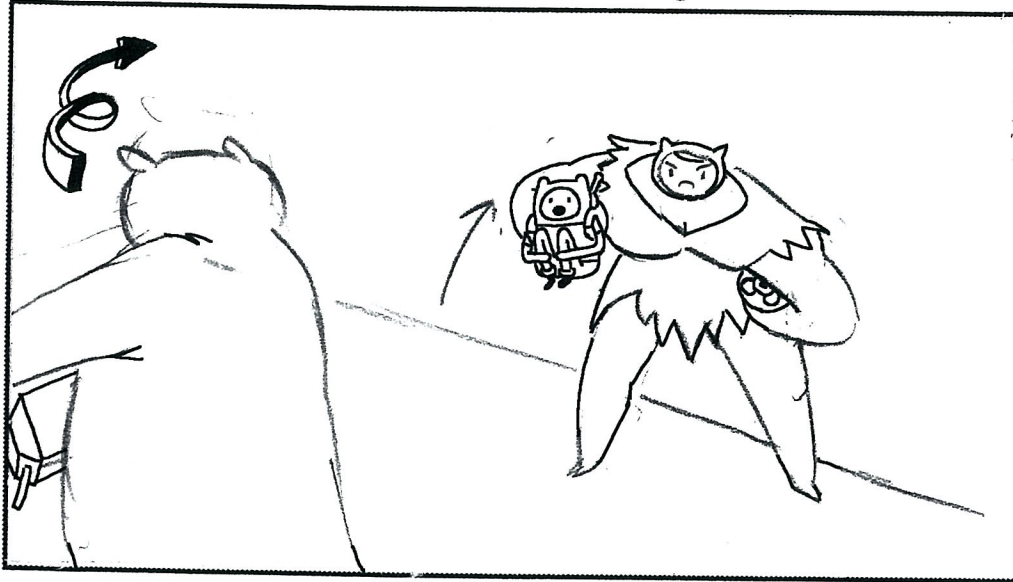
Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

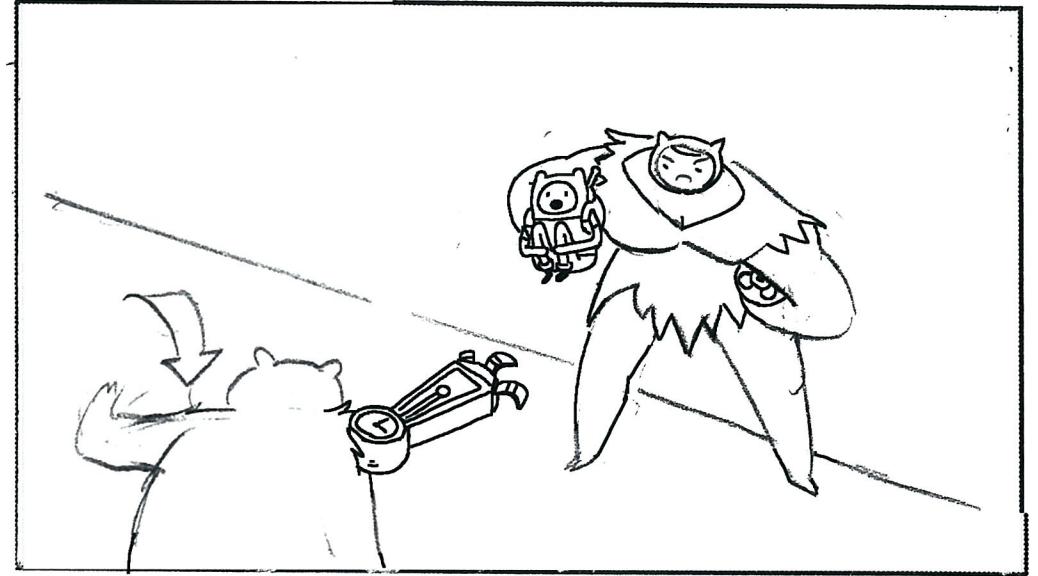
ADVENTURE TIME

Page 270 A

Sc. 162 Pnl. C Bg. day night



Sc. 162 Pnl. -- D Bg.



Dialog:

Action:

Timing:

- CLOCK BEAR
SPINS

SPX^L
FWUMP

- CLOCK BEAR FALLS OVER

EPISODE # 1034-243

Production:

ADVENTURE TIME

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc.	Pnl.	Bg.	day night

Sc.	162	Pnl.	E	Bg.

Page 270 B

Dialog:			
Action:			
Timing:			

SFX: * ROOM!

-NET FLIES ON/S

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

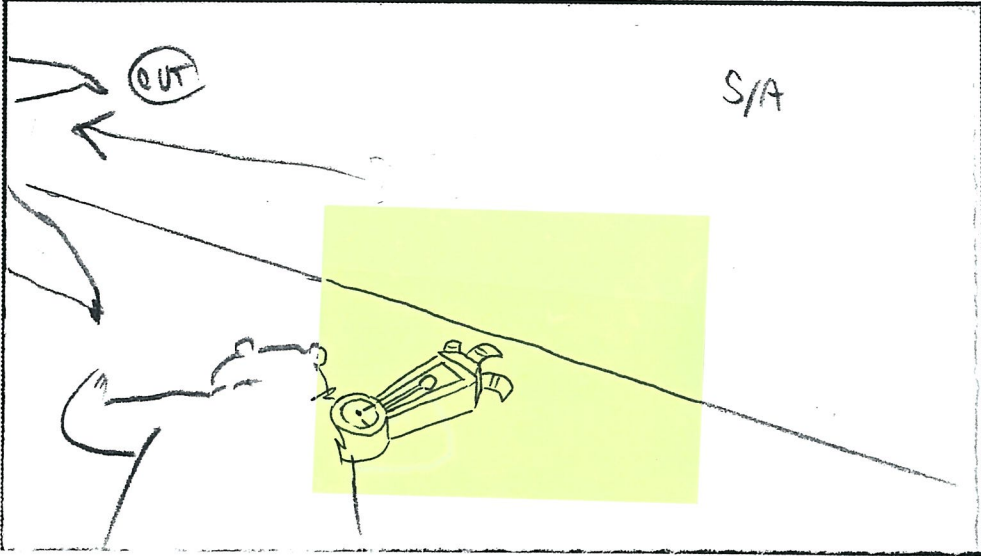


Sc. 162

Pnl. F

Bg.

day night

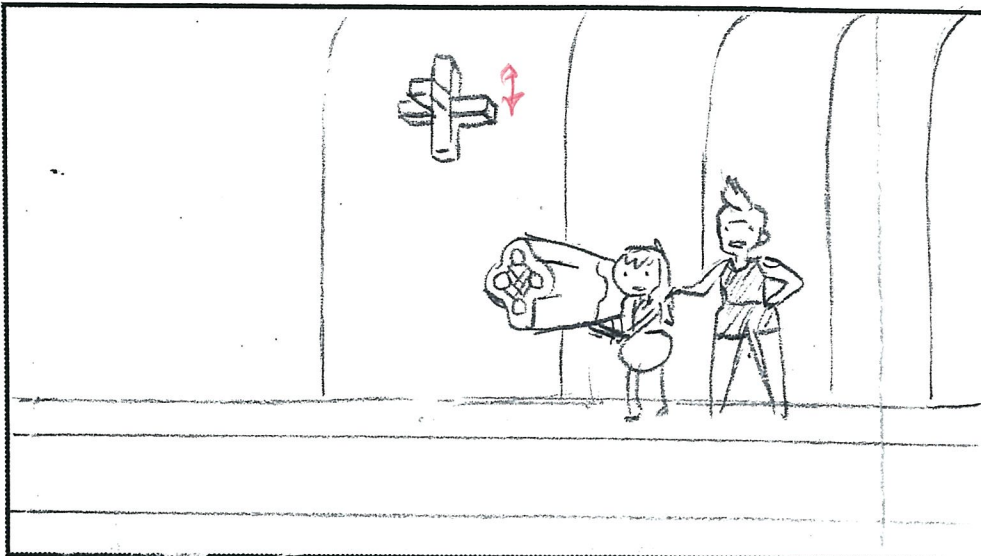


Sc. 163

Pnl. A

Bg.

day night



Dialog:	
SFX/ Susan landing	DG: GOOD JOB, TIFF.
Action:	
- NET KNOCKS SUSAN OFF/S	- DR. G PATS T'S SHOULDER - TIFFANY HOLDS NET CANNON
Timing:	

EPISODE # 1034-243
Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 163 Pnl. B Bg. day night

Sc. 164 Pnl. A Bg. day night

Dialog:	DG: NOW LET'S GET YOU SCAMPS --
Action:	
Timing:	

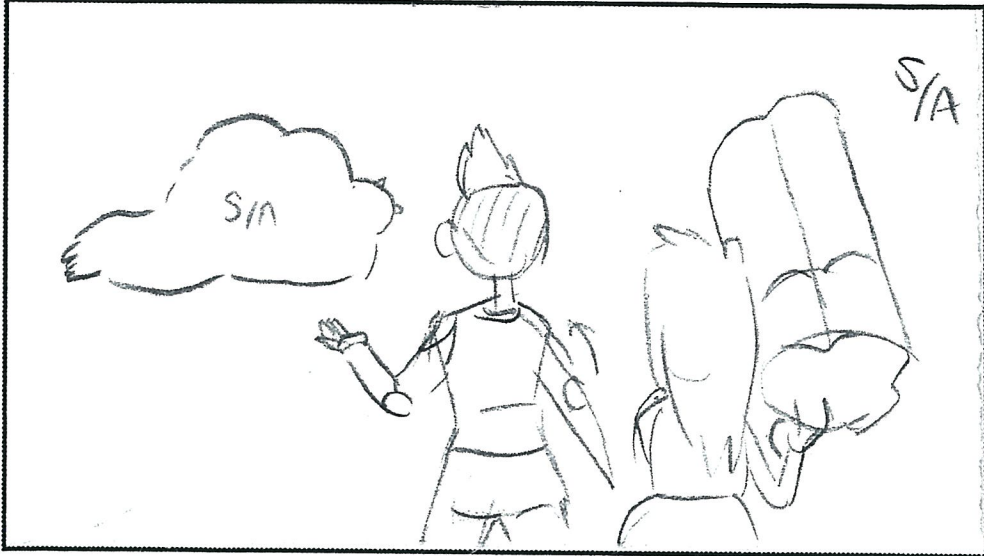
EPISODE # 1034-243

Production:

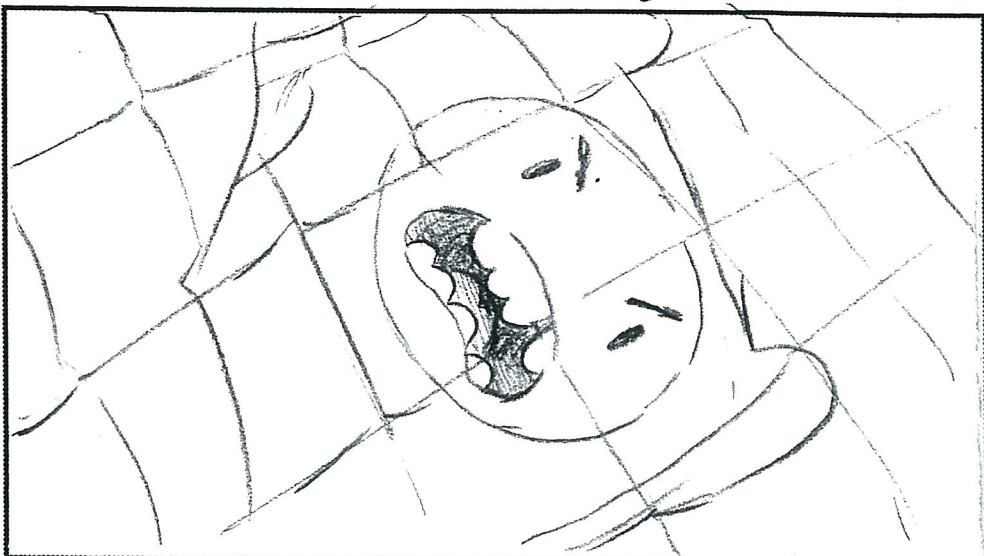
ADVENTURE TIME



Sc. 164 Pnl. B Bg. day night



Sc. 165 Pnl. A Bg. day night



Dialog:

DG: BACK TO THE
OPERATING TABLE,

Action:

F: WE'LL NEVER
WORK FOR YOU,
YOU MONSTER!

Timing:

EPISODE # 1034-243

Production:

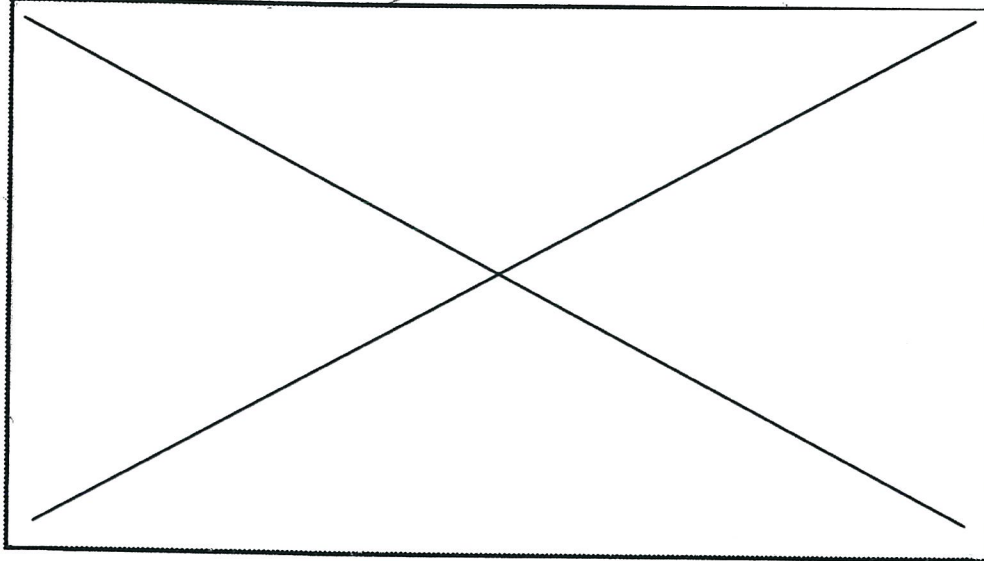
No Sc 166

ADVENTURE TIME

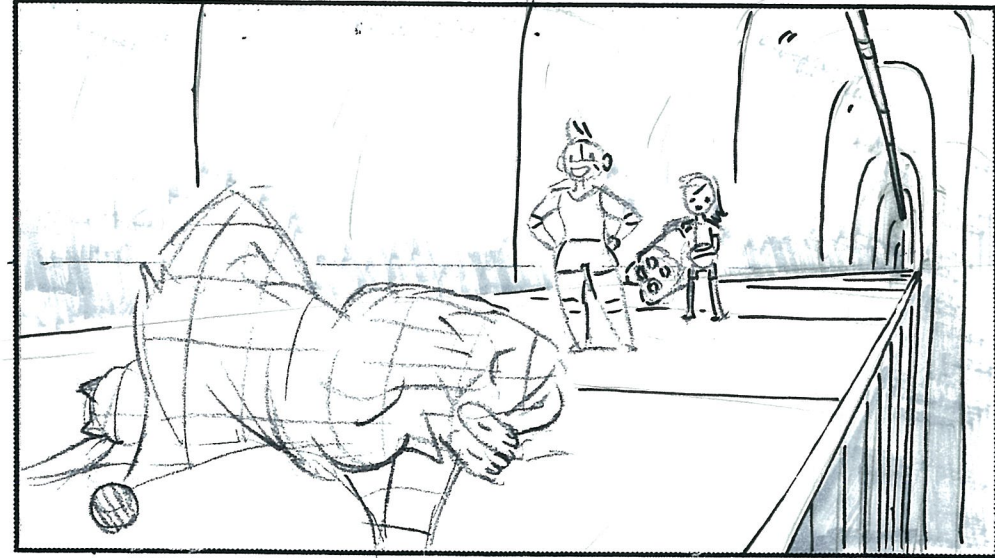


Page 274

Sc. Pnl. Bg. day night



Sc. 167 Pnl. A Bg. day night



Dialog:	
Action:	
Timing:	



EPISODE # 1034-243

Production:

ADVENTURE TIME



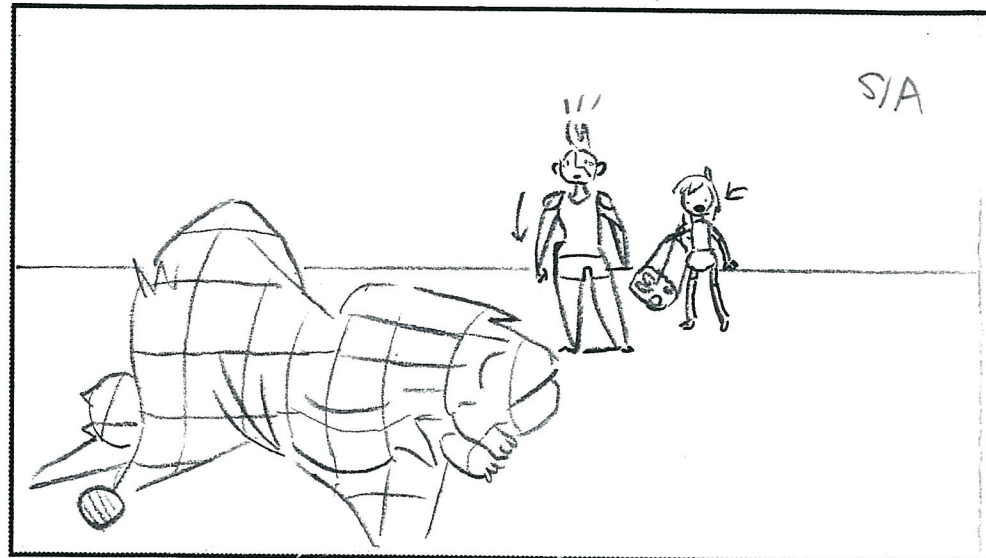
Page 275

Sc. 167

Pnl. B

Bg.

day night

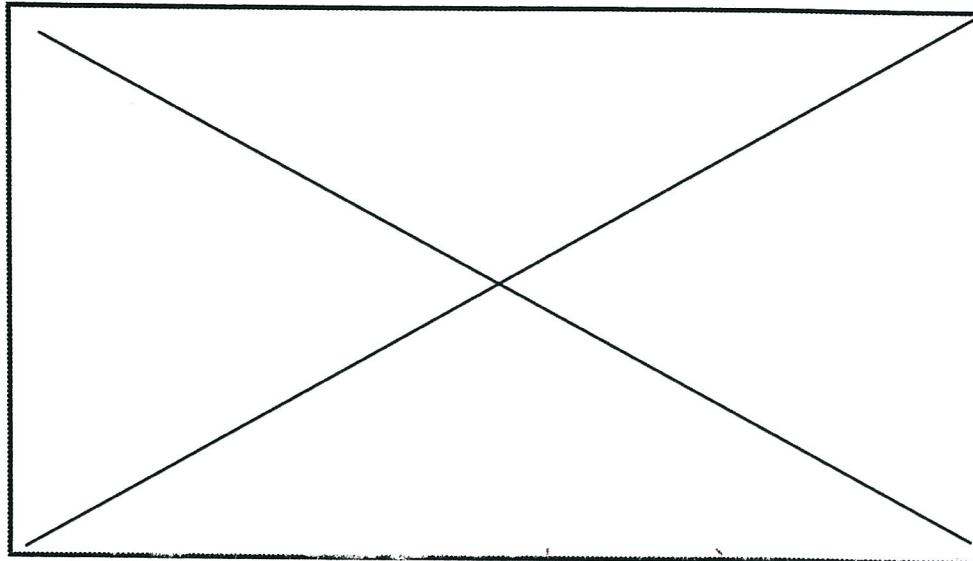


Sc.

Pnl.

Bg.

day night



Dialog:

— (T) (INTERRUPTS)
I DON'T GET IT!!

Action:

Timing:

EPISODE # 1034-243

Production:

No Scs 168-169

ADVENTURE TIME



Page 276

Sc.

Pnl.

Bg.

day night

Sc.

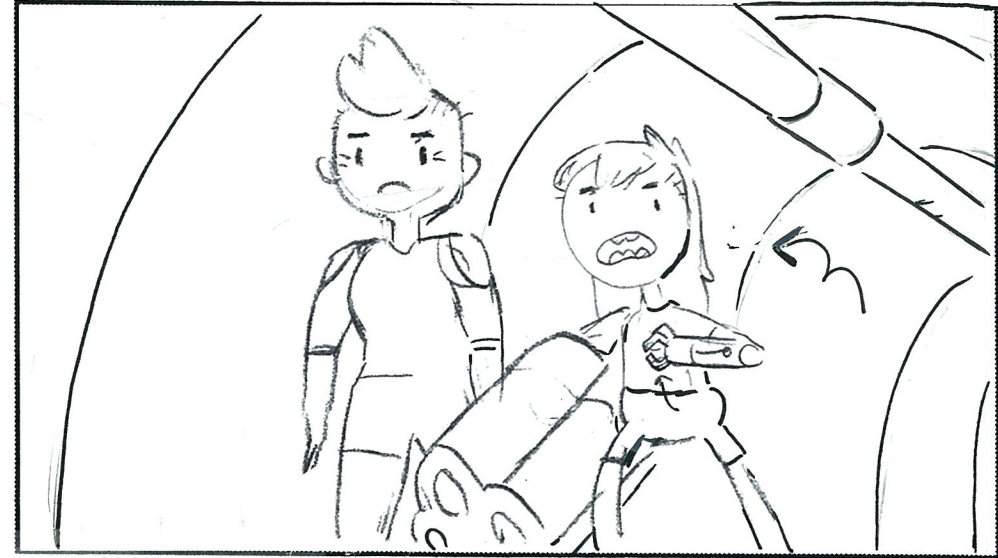
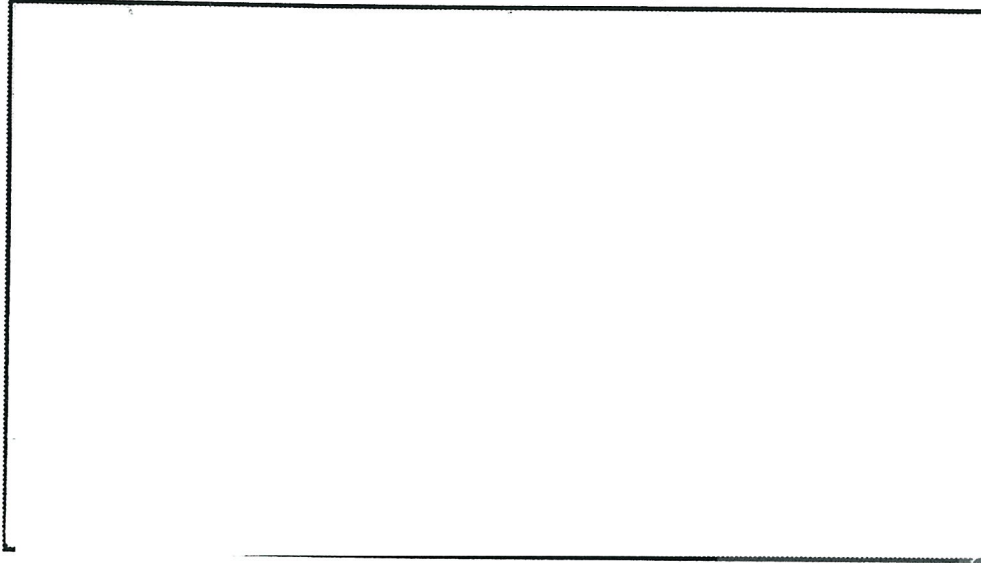
170

Pnl.

A

Bg.

day night



Dialog:

Action:

Timing:



① DON'T YOU GUYS
WANT TO HANG
OUT WITH ME?

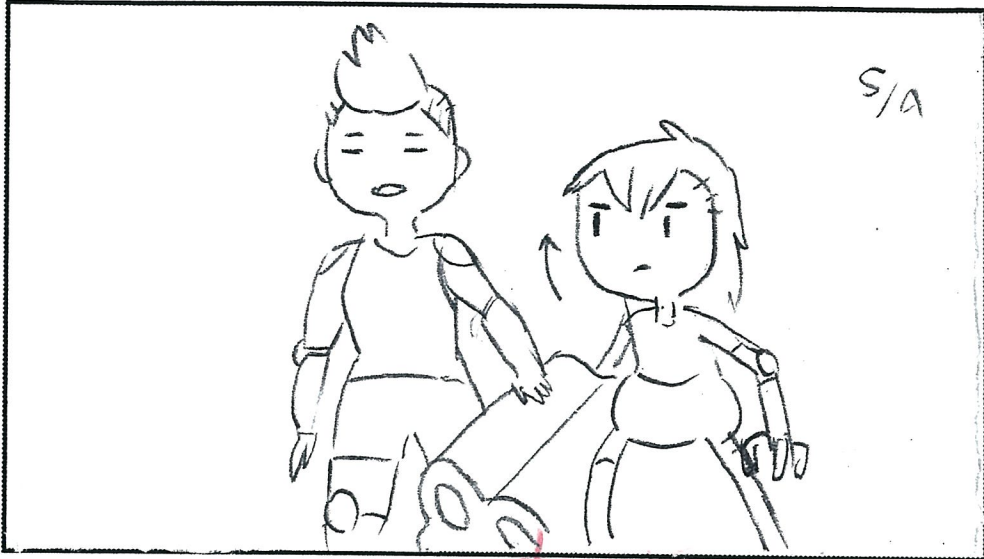
EPISODE # 1034-243

Production:

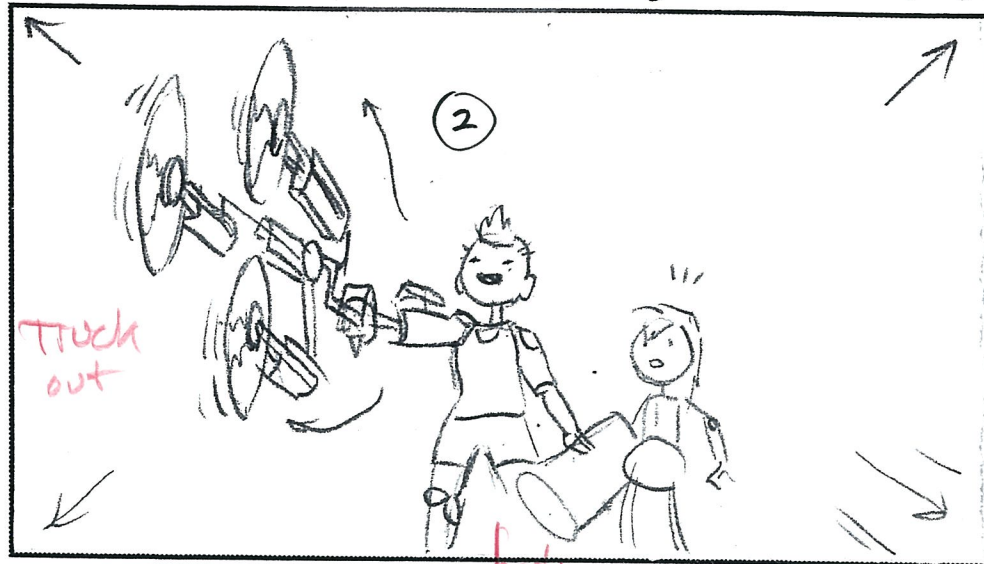
ADVENTURE TIME



Sc. 170 Pnl. B Bg. day night



Sc. 170 Pnl. C Bg. day night



Dialog:

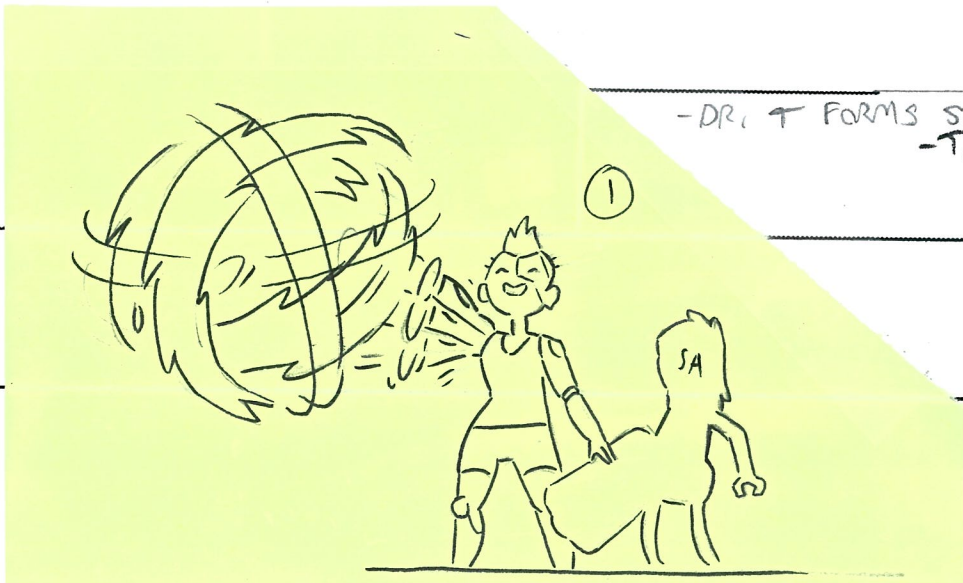
DRG: [SIGH] IT'S OKAY, TIFFANY.

DG: WE'LL JUST USE EM FOR SPARE PARTS.

Action:

-DR. T FORMS SAW BLADE HAND -TRUCK OUT. SEX *ZZZZ*

Timing:



EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

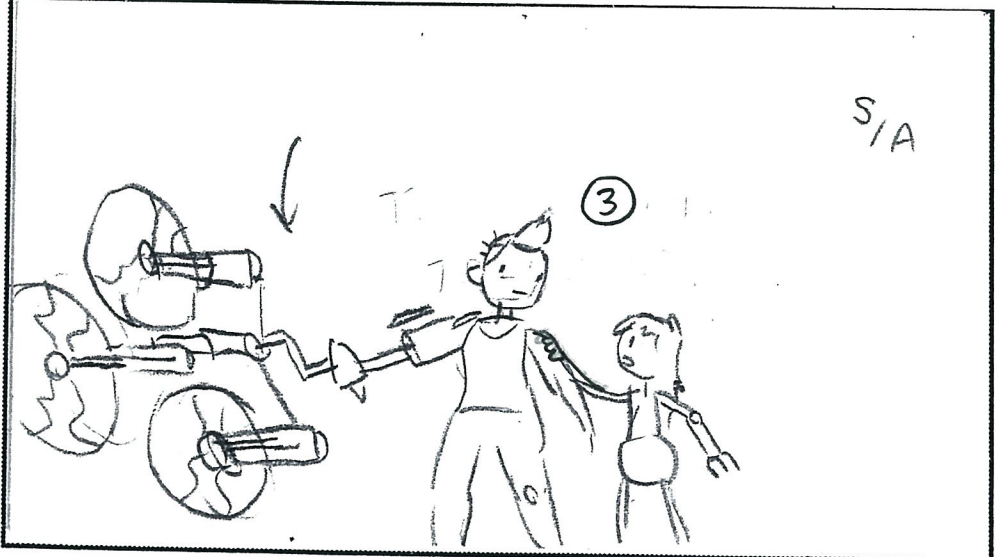


Sc. 170

Pnl. D

Bg.

day night

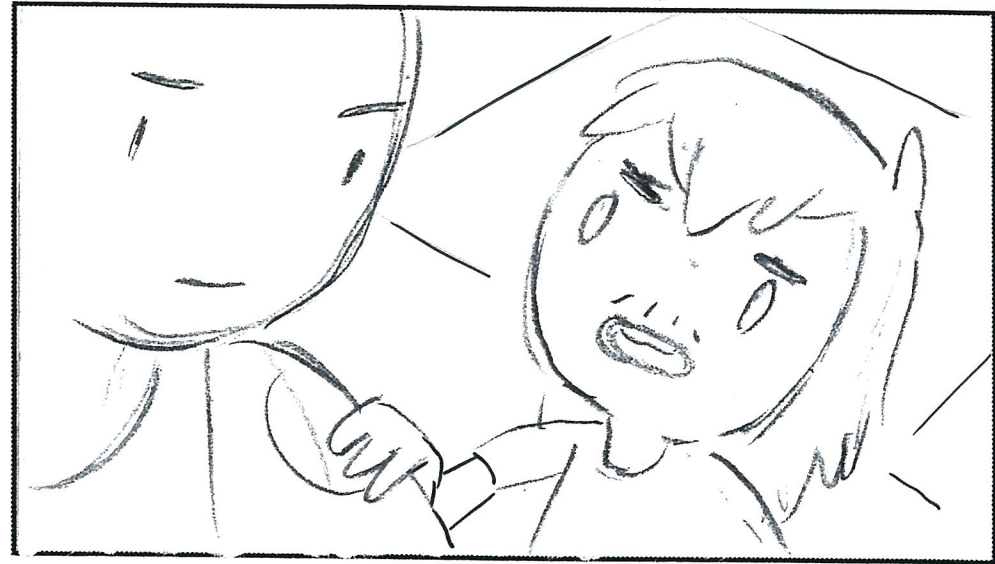


Sc. 171

Pnl. A

Bg.

day night



Dialog:

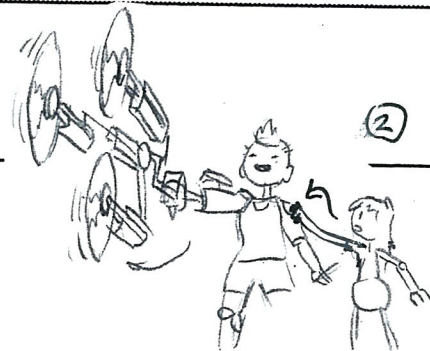
I: WHOA WHOA
YOU CAN'T DO
THAT BOSS.

Action:

-T. DROPS NET CANNON.

I: I'VE GOT A BLOOD
BROTHER CONNECTION
TO JAKE -

Timing:



Page 278

EPISODE # 1034-243

Production:

ADVENTURE TIME



Sc. 171

Pnl. B

Bg.

day night

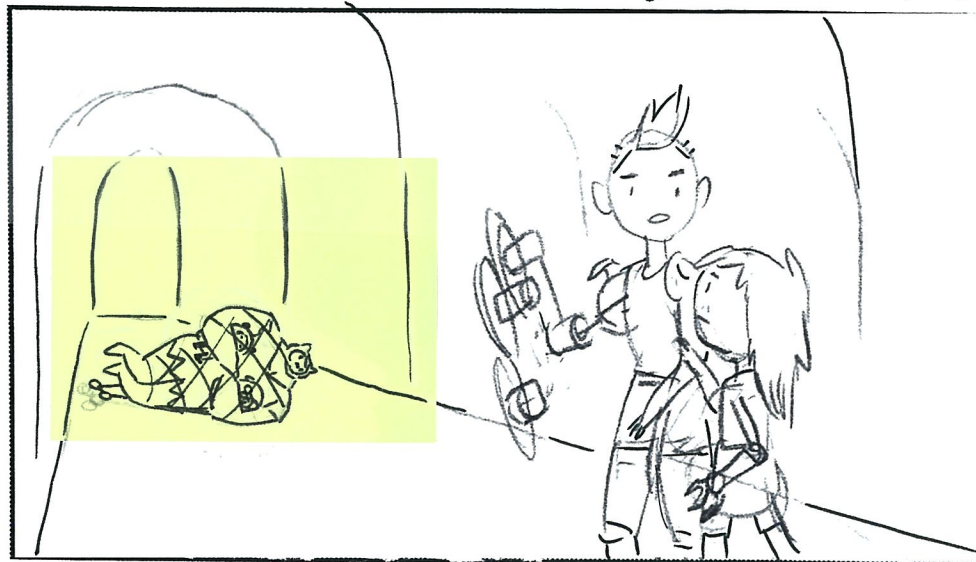


Sc. 172

Pnl. A

Bg.

Page 279
day night



Dialog:

I: AND-TO A MUCH LESSER
EXTENT - FINN.

DR.G:

DON'T YOU WORRY.

Action:

Timing:

EPISODE # 1034-243

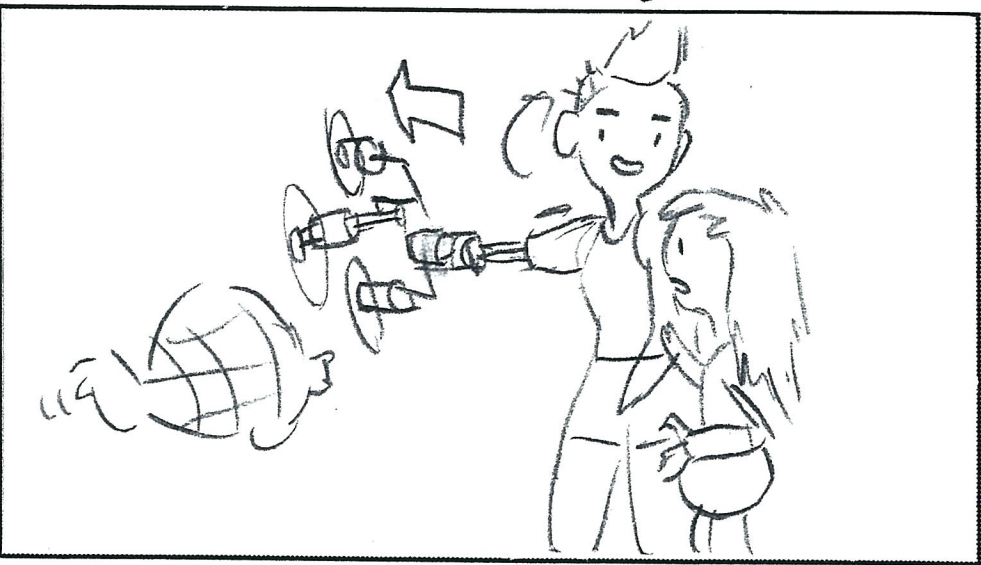
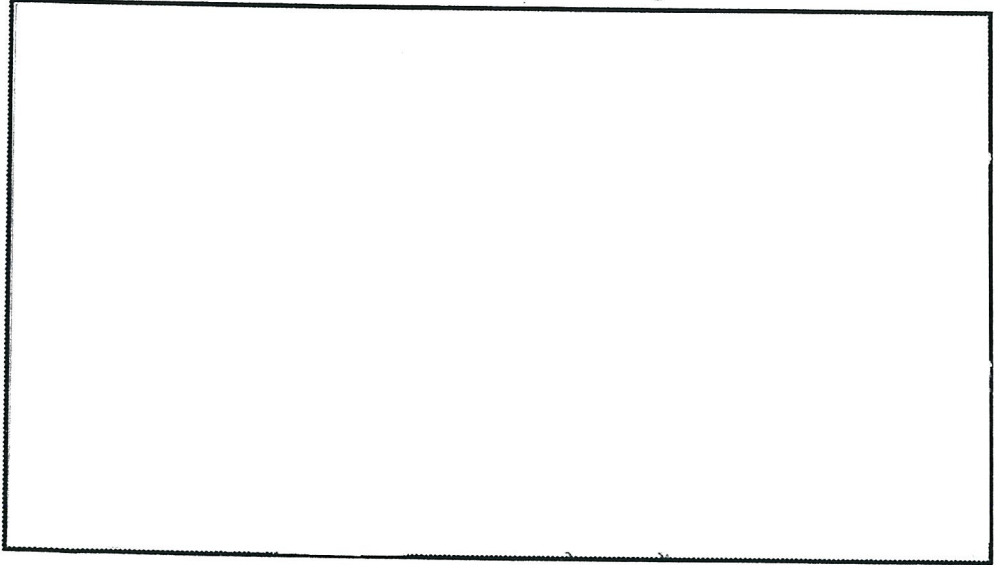
Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. Pnl. Bg. day night Sc. 172 Pnl. B Bg. day night



Dialog:	DR.G TOMORROW I'LL SPLICE YOU A <u>NEW</u> DOG.
Action:	- SAW BLADES EXTEND TOWARDS SUSAN
Timing:	

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



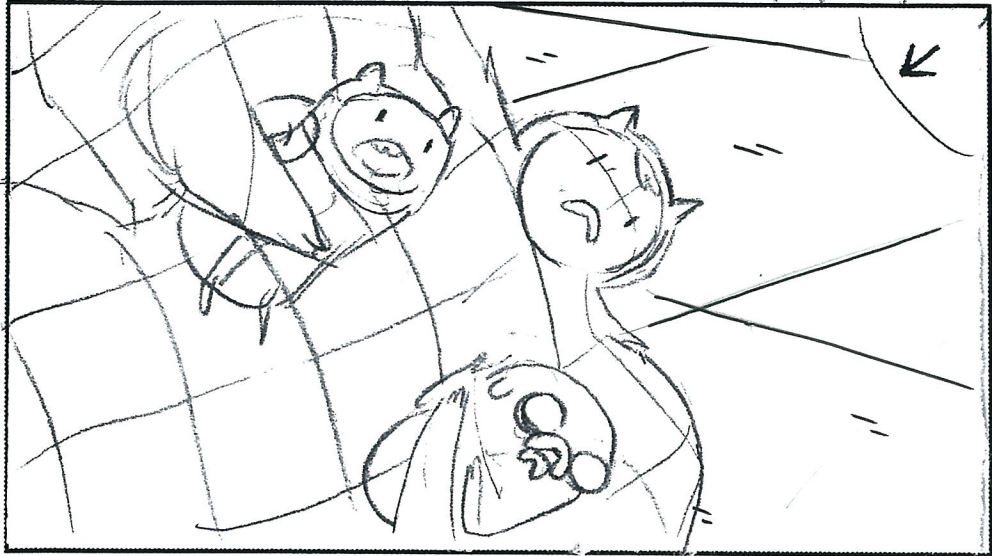
Sc. 173

Pnl. A

Bg.

(IN)

day night



Sc. 174

Pnl. A

Bg.

Page 281

day night



Dialog:

F+J: TIFFANY!!! DO SOMETHING!

SFX: ABZZZZZ *

VO. (T) (INTERNAL) CRISIS!
ANOTHER CRITICAL
LIFE JUNCTURE -

Action:

Timing:

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

TIME



Sc. 174 Pnl. B Bg. day night Sc. 175 Pnl. A Bg. day night Page 282



Dialog:	(T) (INTERNAL) IN THE ONGOING SAGA THAT IS TIFFANY ...	(J) (MORE INSISTENT) TIFFANY! NOW!
Action:		- SAW GETS CLOSER.
Timing:		



EPISODE # 1034-243

Production:

TIME



Sc.

176

Pnl.

Bg.

day night

Sc.

176

Pnl.

AB

Bg.

day night

Page 283



Dialog:

(T) (STRUGGLING) NNN

Action:

Timing:

EPISODE # 1034-243

Production:

ADVENTURE TIME



Page 284

Sc. 177

FINN

Pnl. A

SUSAN

Bg.

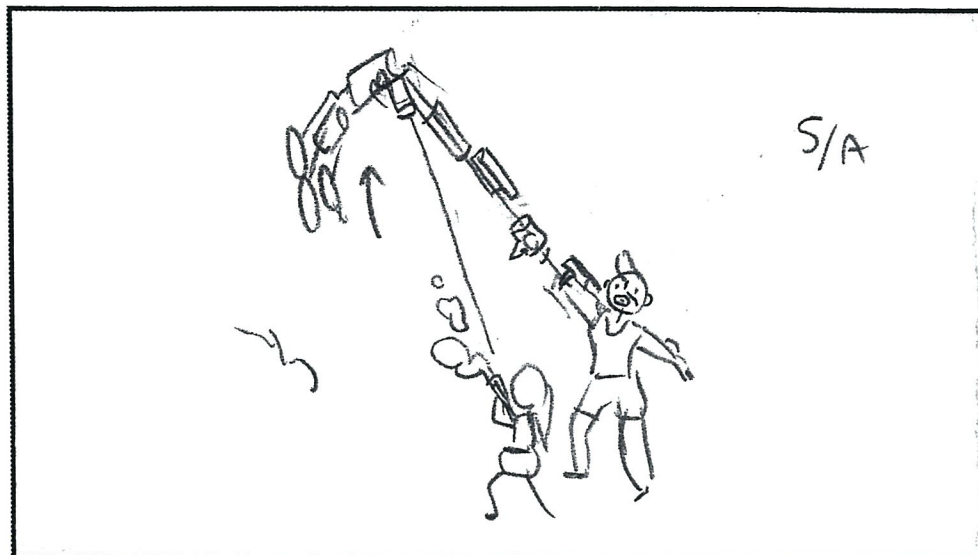
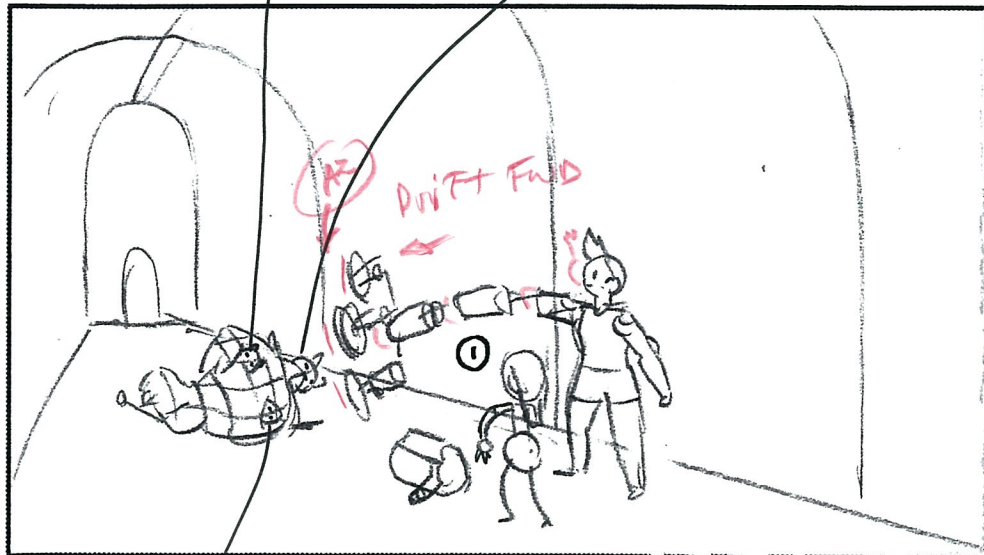
day night

Sc. 177

Pnl. B

Bg.

day night



Dialog:

SFX: * BZZZZZZ *

JAKE

Ⓣ NOO!!

DR.G: WHU --

Action:

- TIFFANY FIRES ARM, INTERCEPTS
DR. G'S ARM.

Timing:



EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

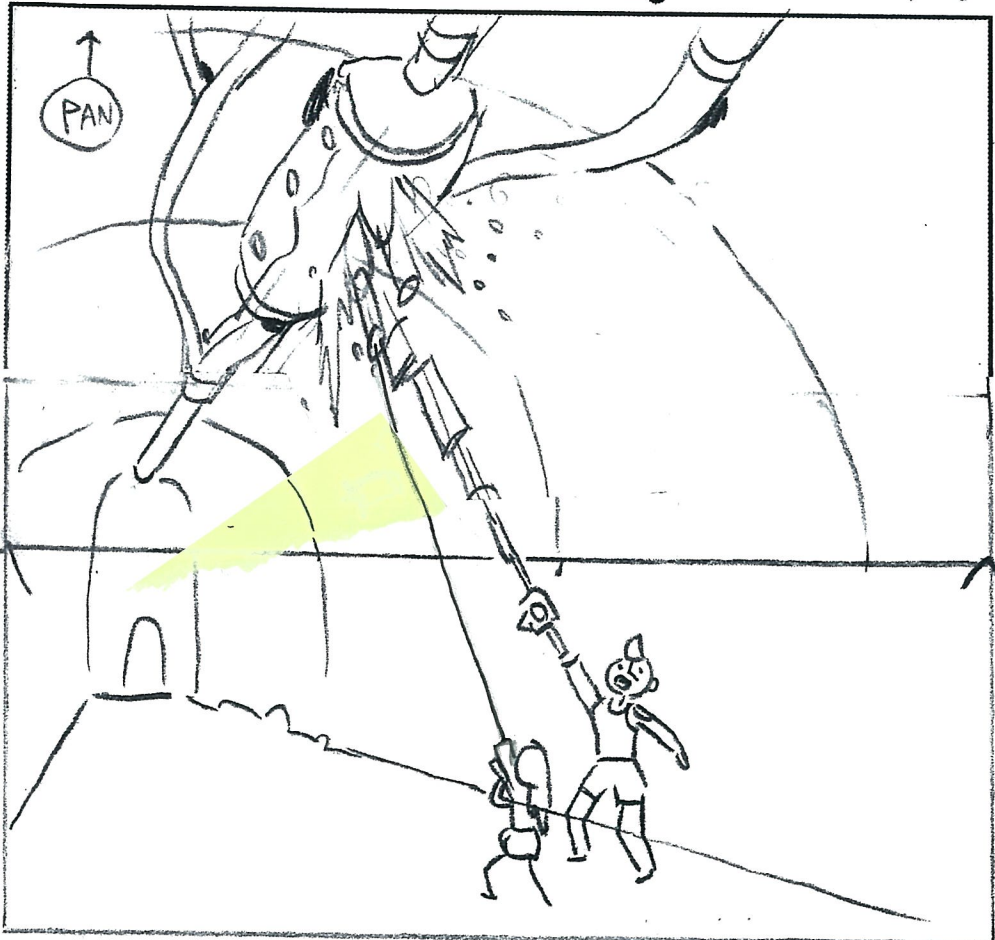


Sc. 177

Pnl. C

Bg.

day night



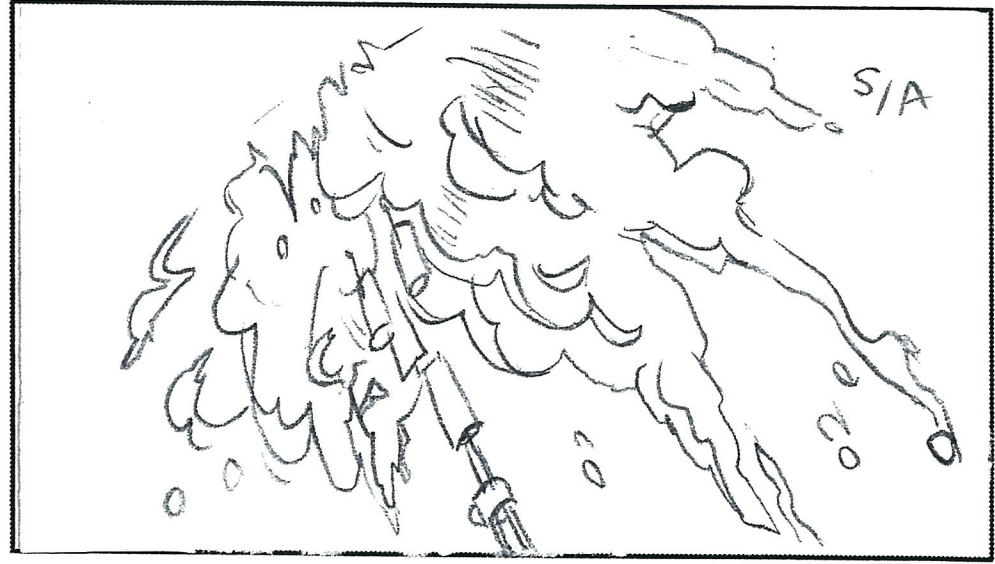
SFX: - SAW BLADES HIT COOLANT LINE
SKSHH

Sc. 177

Pnl. D

Bg.

day night



SFX: BOOMM!!

- PIPE EXPLODES.

Page 285

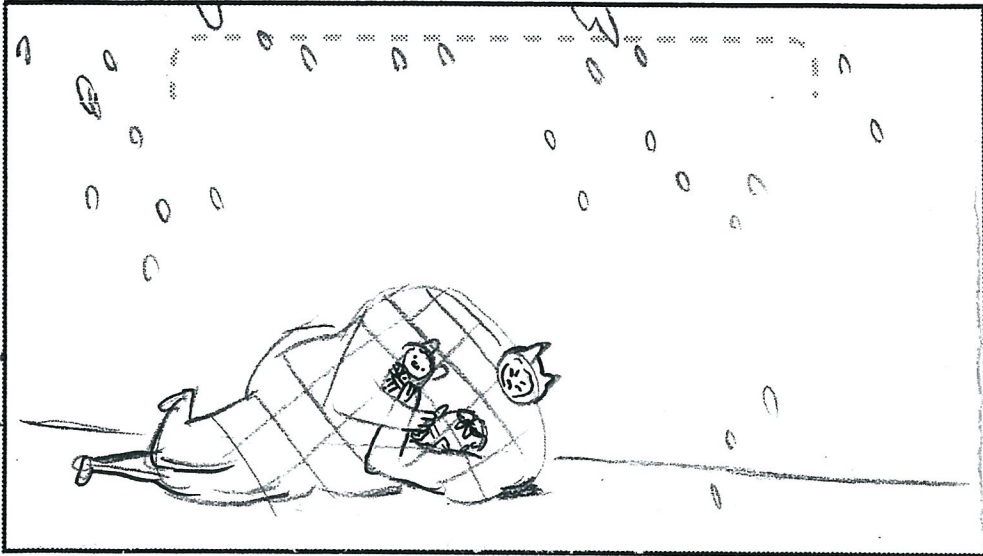
EPISODE # 1034-243

Production:

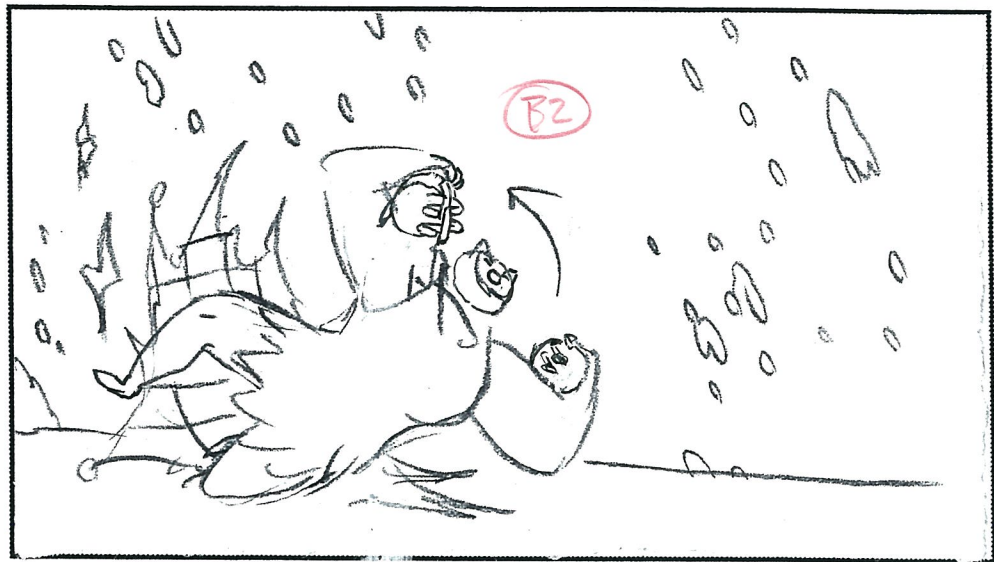
ADVENTURE TIME



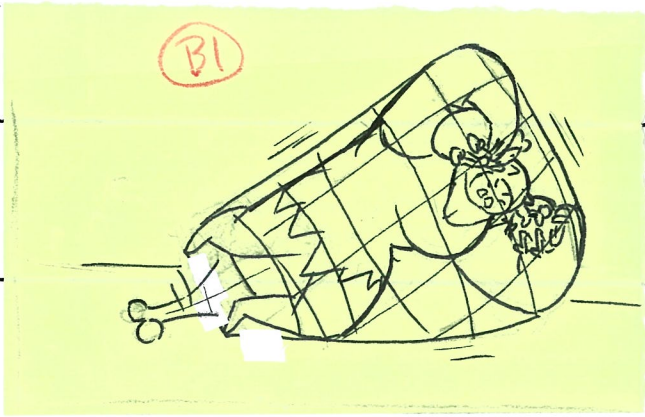
Sc. 178 Pnl. A Bg. day night



Sc. 178 Pnl. B Bg. day night



Dialog:	(SS) [STRAIN] —	SHIP: (V.O.) COOLANT LEAK...	
Action:		(SS) RAH!	
Timing:			



+EXTERIOR
SHOT SMOKING

+INSERTS
OF SHIP
CASCADE DAMAGE

DR. G INSERT

EPISODE # 1034-243

Production:

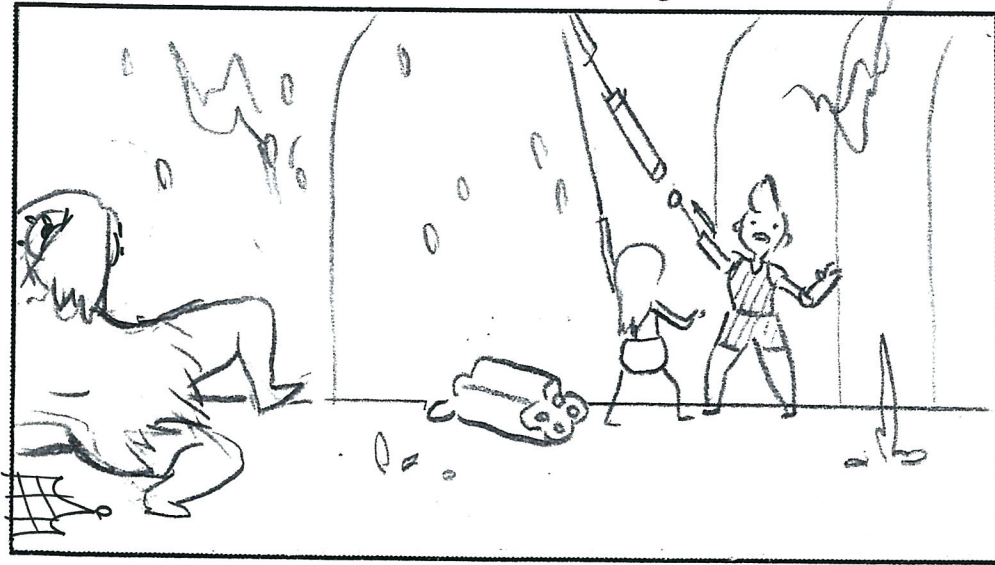
©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

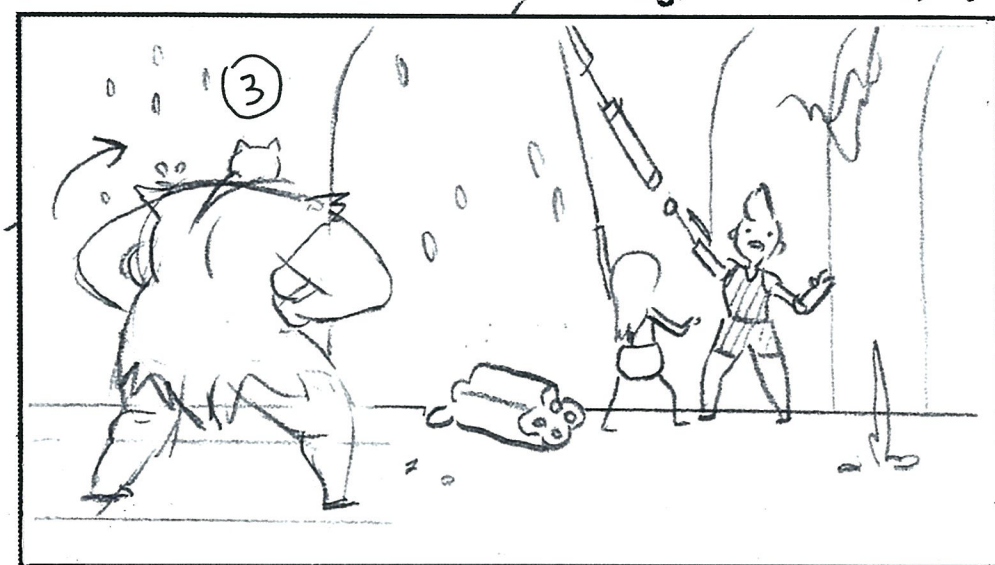


Page 287

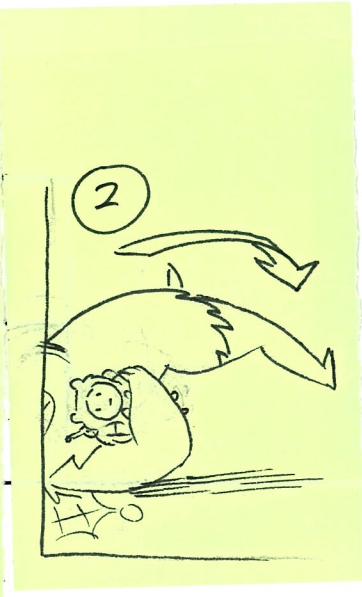
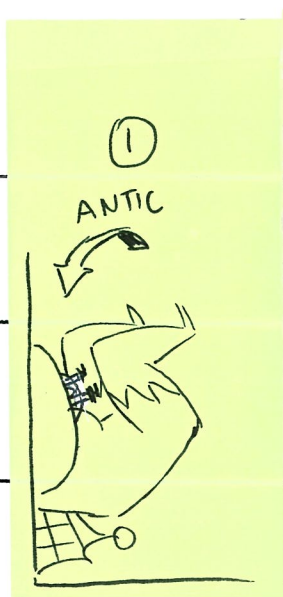
Sc. 179 Pnl. A Bg. day night



Sc. 179 Pnl. B Bg. day



Dir:	SHIP: (VO) CASCADE FAILURE IMMINENT
Action:	- S. FLIPS TO HER FEET.
Timing:	- KICK THROUGH POSE ② FAST!



EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



179

Page 287 A

Sc.	Pnl.	Bg.	day night

Sc.	Pnl.	C	Bg.	day

Dir
Action:
Timing:

--

EPISODE # 1034-243

Production:

ADVENTURE TIME

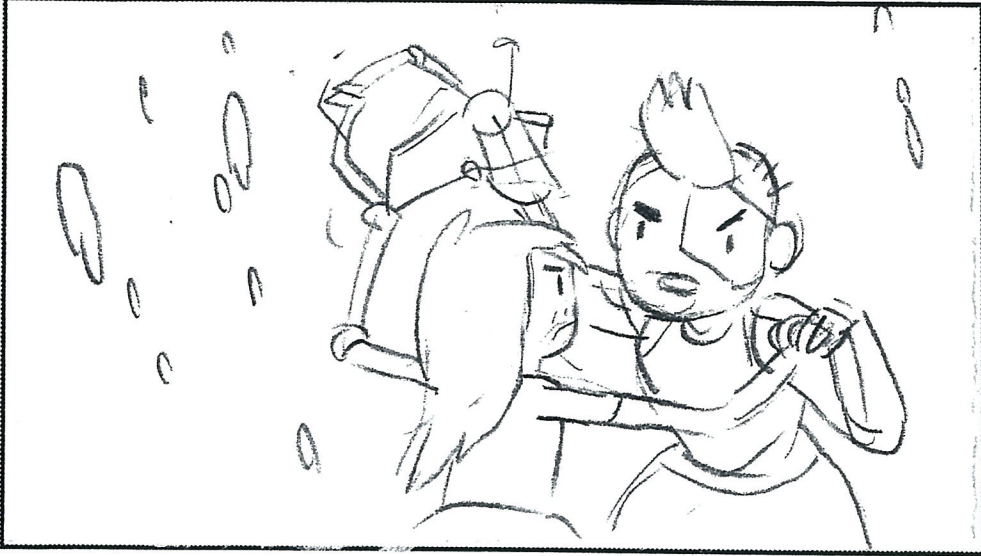


Sc. 180

Pnl. A

Bg.

day night



Sc. 180

Pnl. B

Bg.

day night



Page 288

Dialog:

(CALM)
DR. G: YOU ARE GONNA GET
SUCH A WRITE-UP.

(T) GET OUT OF HERE!
DON'T WORRY ABOUT ME!

Action:

Timing:

EPISODE # 1034-243
Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 180

Pnl. C

Bg.

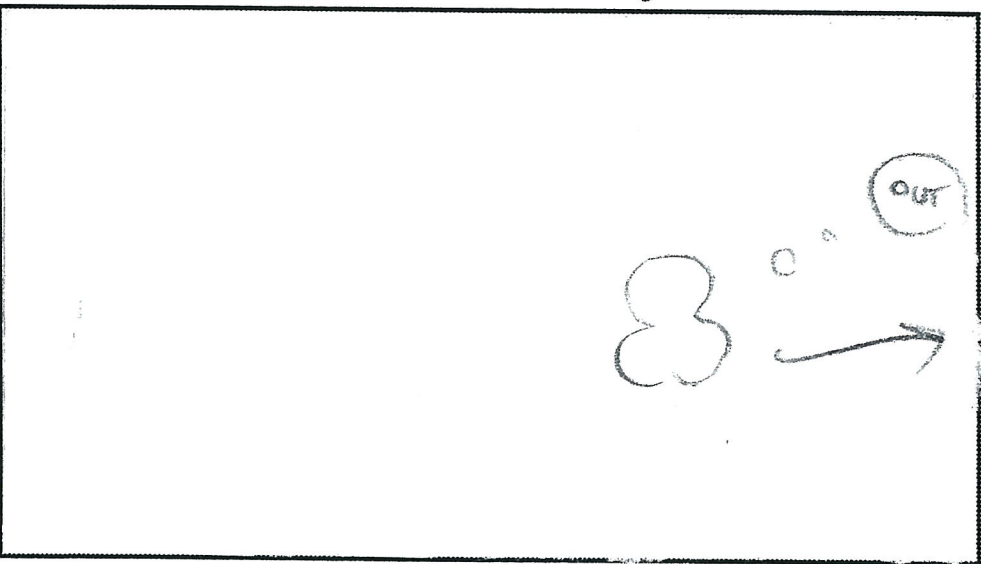
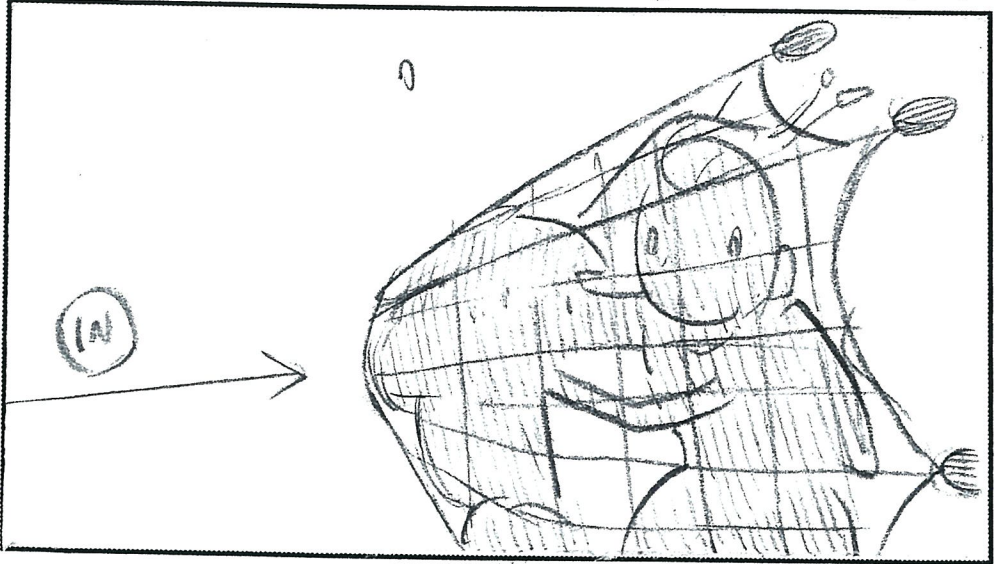
day night

Sc. 180

Pnl. D

Bg.

day night



Dialog:	SFX: *POOM! *	
Action:	- NET FLIES ON/S AND HITS DR.G. + T	- TIFFANY + DR.G. ARE YANKED OFF/S.
Timing:		

EPISODE # 1034-243

Production:

ADVENTURE TIME



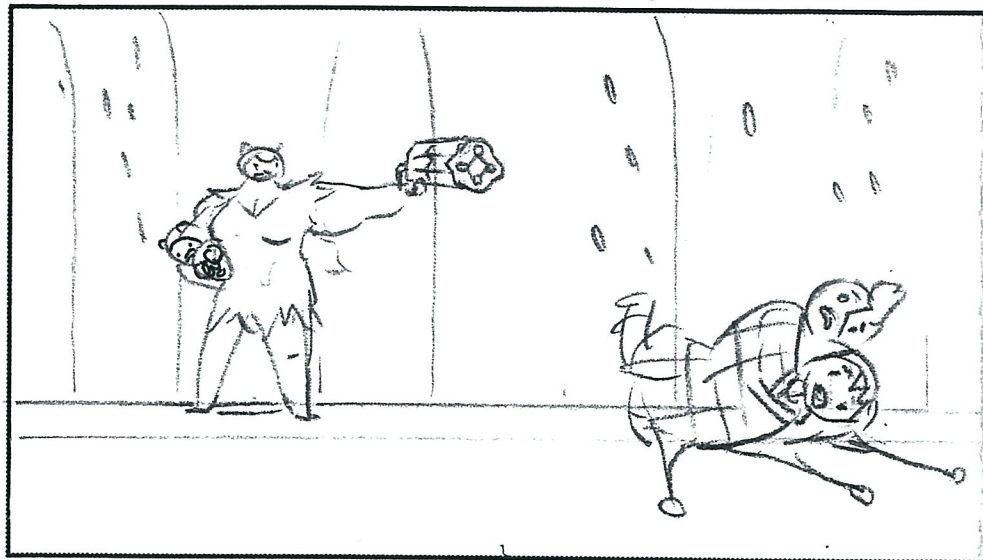
290

Sc. 181

Pnl. A

Bg.

day night

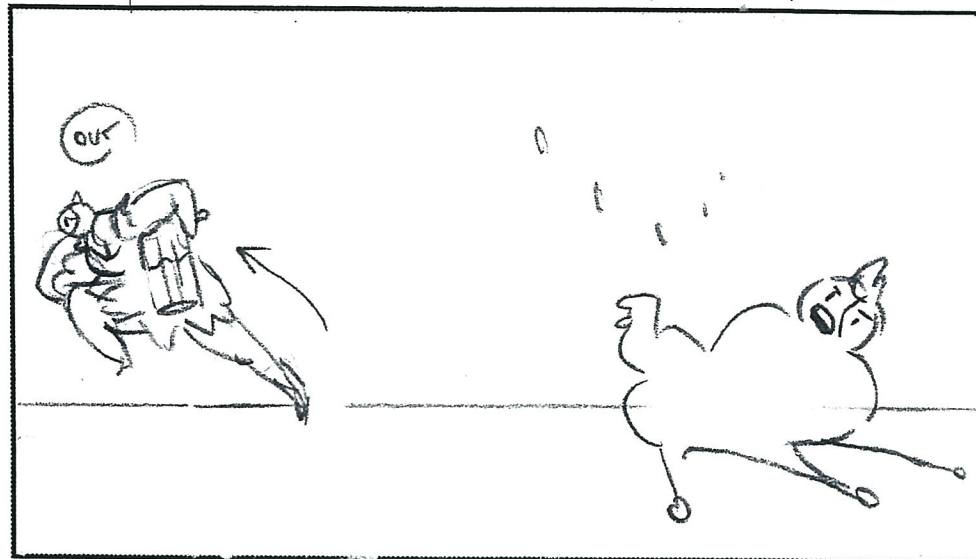


Sc. 181

Pnl. B

Bg.

Page
day night



Dialog:

SS: OKAY --

DRG: WAIT!

Action:

- SS RUNS OFF/S

Timing:

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 182 Pnl. A Bg. day night



Sc. 182 Pnl. B Bg. day night



Dialog:	
(DR.G) (O/S) AREN'T YOU CURIOUS ABOUT HOW I <u>KNOW YOU</u>	(DR.G) (O/S FAINT) LIKE EVEN A LITTLE!
Ship (vo): intiate emergency dive protocol.....in three	
Action:	- S RUNS.
Timing:	Cycle

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

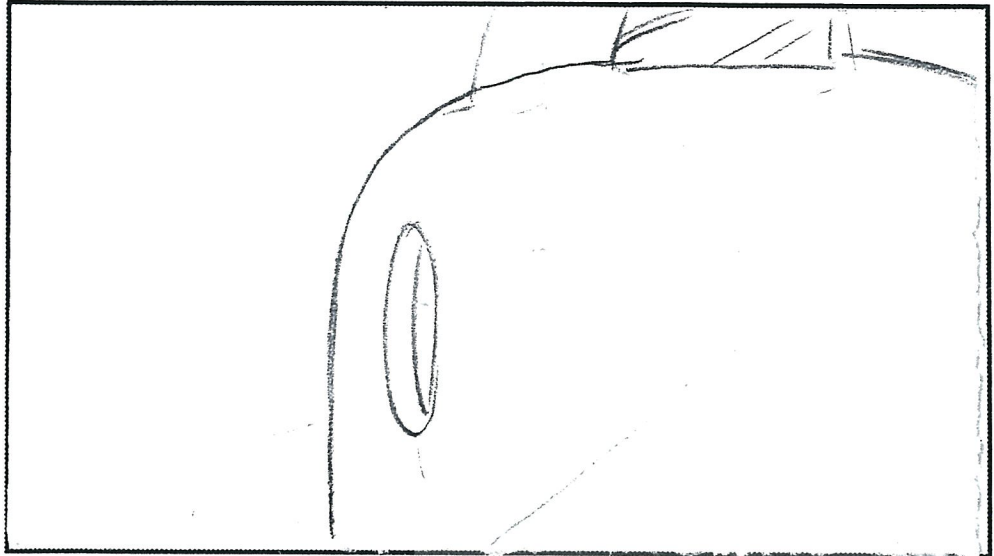


Sc. 183

Pnl. A

Bg.

day night

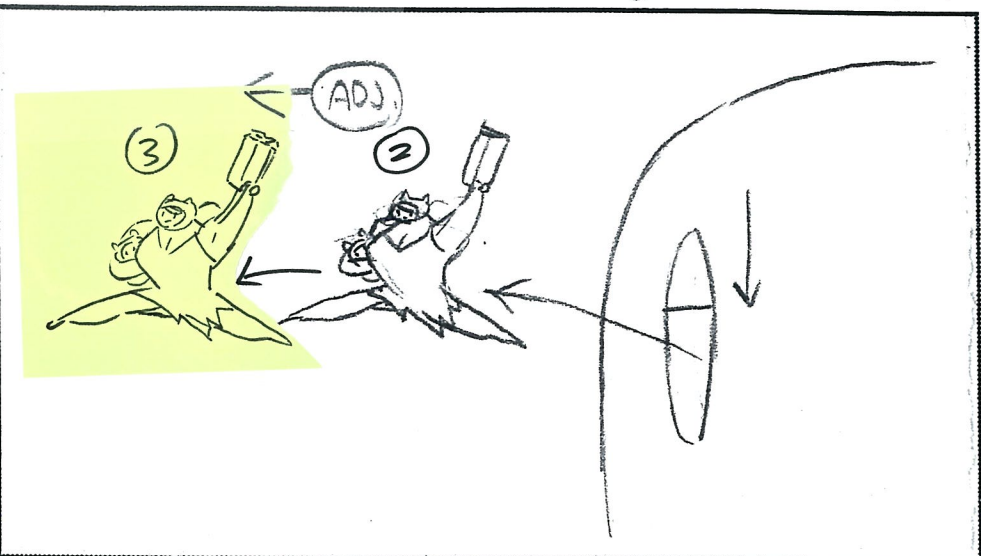


Sc. 183

Pnl. B

Bg.

day night



Page 292

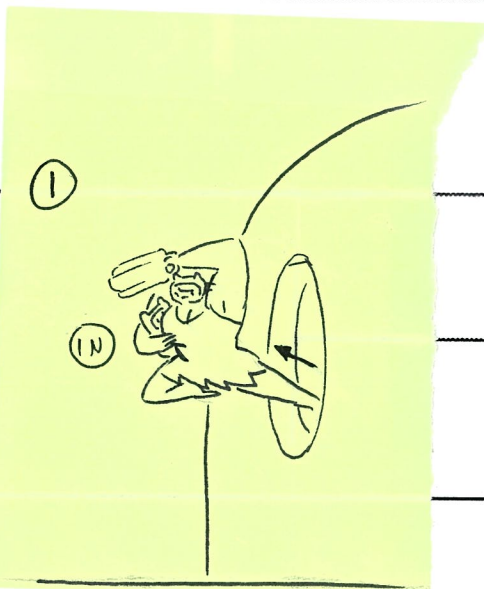
Dialog:

SHIP

two

Action:

Timing:



SHIP

one

-SS LEAPS OUT OF
DRILL SHIP AS
DOOR CLOSES.

-ADJ. W/ ACTION.
-SNAP INTO POSE 2 DRIFT INTO POSE 3

EPISODE # 1034-243

Production:

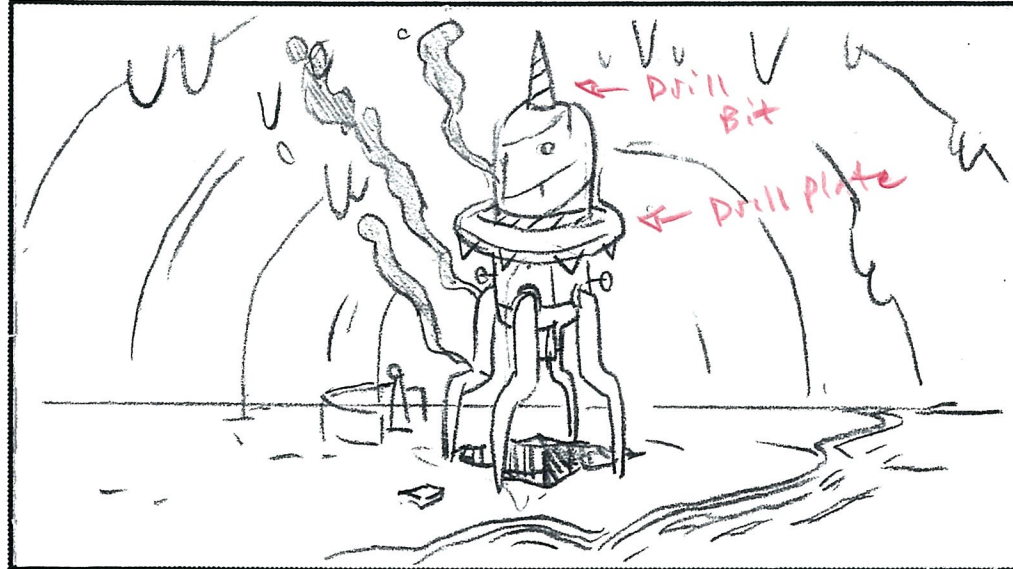
©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

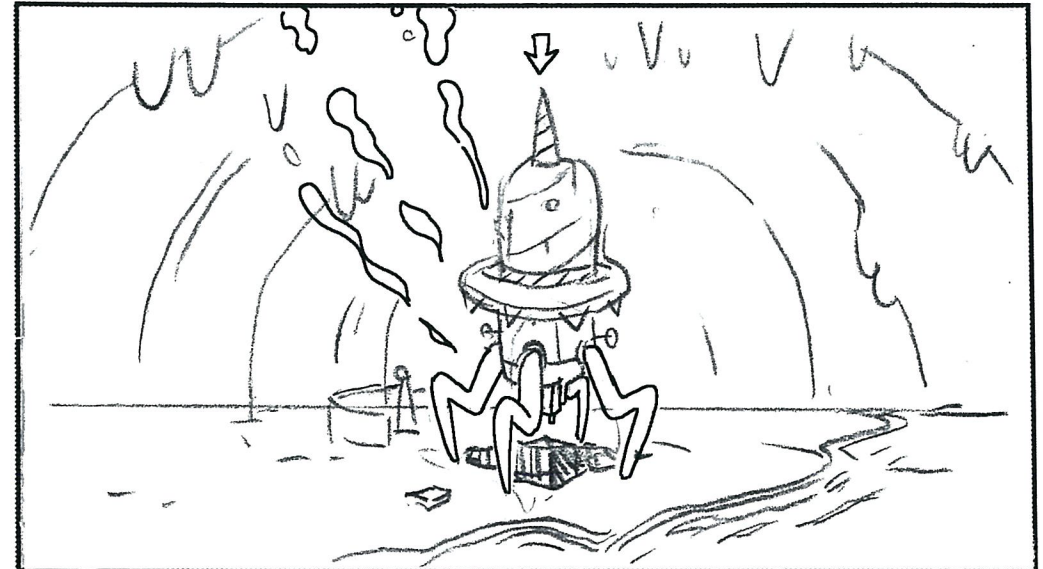


Page 293

Sc. 184 Pnl. A Bg. day night



Sc. 184 Pnl. B Bg. day night



Dialog:	<u>SHIP:</u> DIVE! - SHIP 'HOPS' LEGS ANTIC.
Action:	
Timing:	

EPISODE # 1034-243

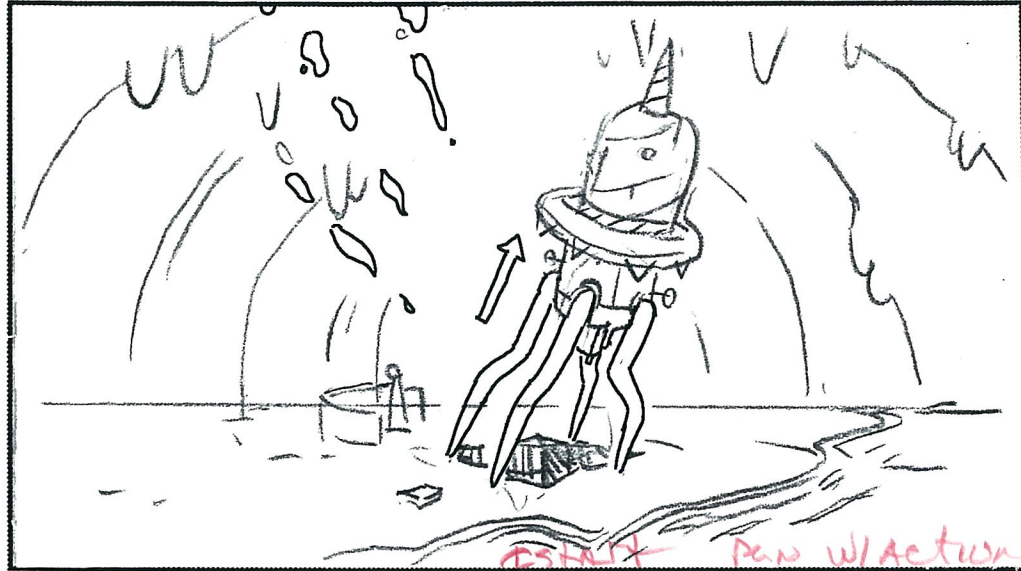
Production:

ADVENTURE TIME

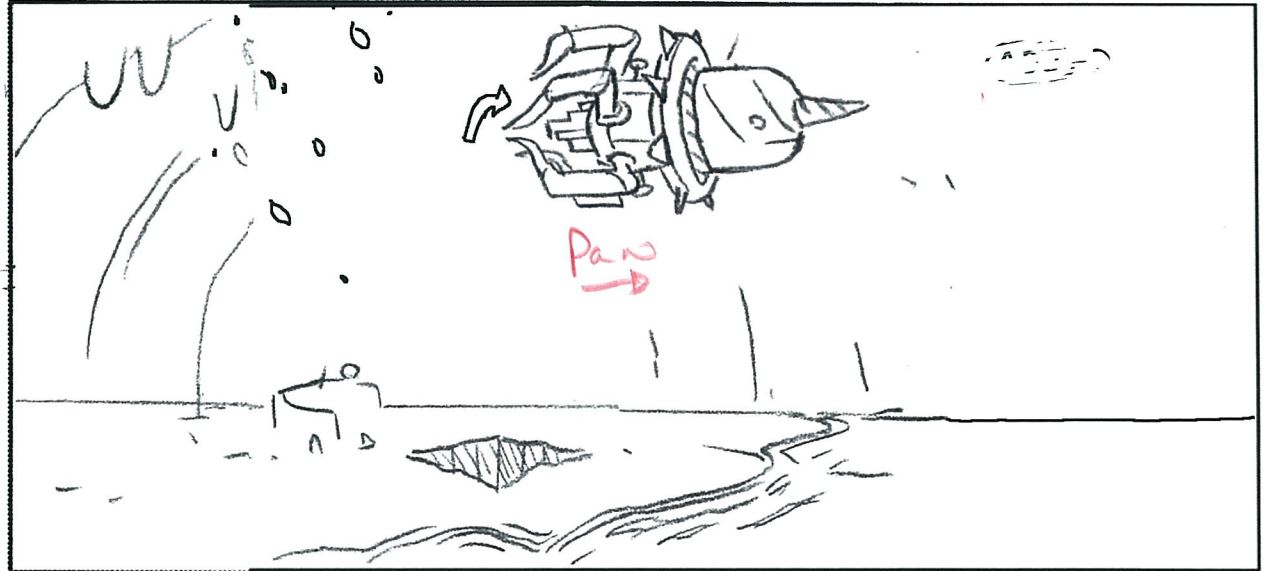


Page 293A

Sc. 184 Pnl. C Bg. day night



Sc. 184 Pnl. D Bg. day night



Dialog:

SFX: *VRRRR *

Action:

- DRILL SHIP DIVES / DRILLS
- ADJ. W/ DRILL.

Timing:

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

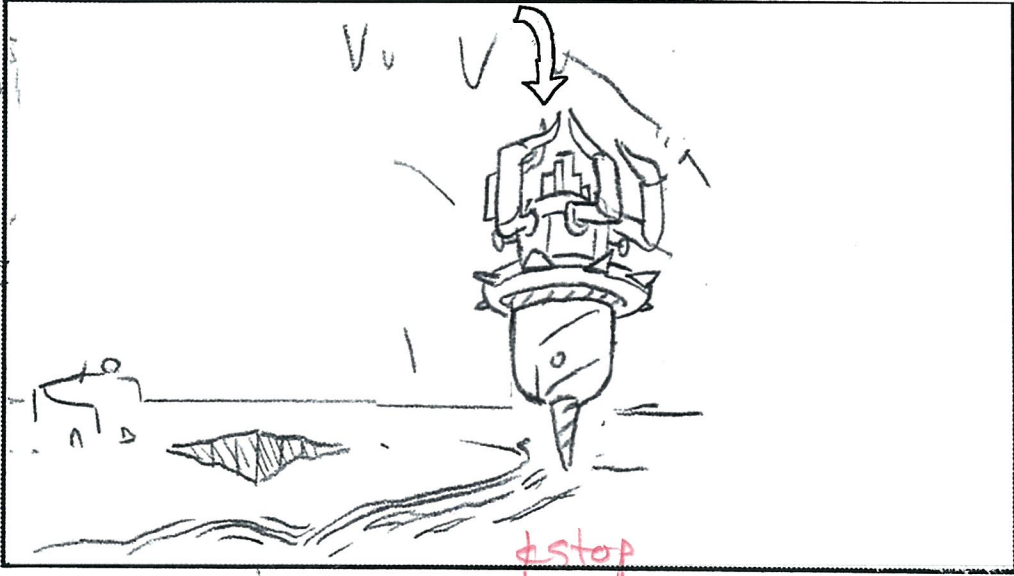


Sc. 184

Pnl. E

Bg.

day night

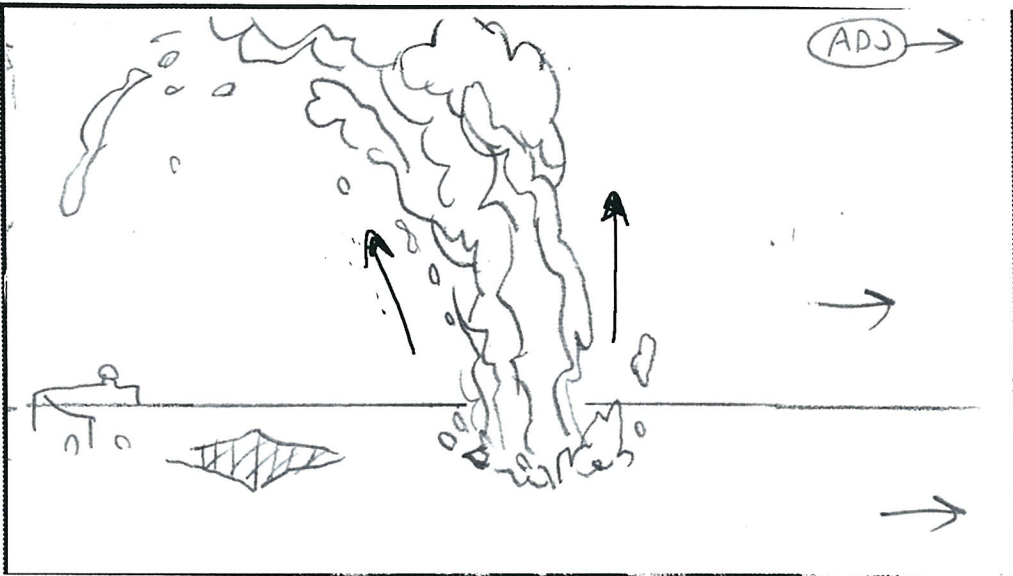


Sc. 184

Pnl. F

Bg.

day night



Page 294 B

Dialog:		SFX: *VRRRR *	SFX: *BOOM *
Action:	- DRILL SHIP DIVES / DRILLS	- DRILL SHIP SENDS UP A BIG DUST CLOUD.	
Timing:			

EPISODE # 1034-243

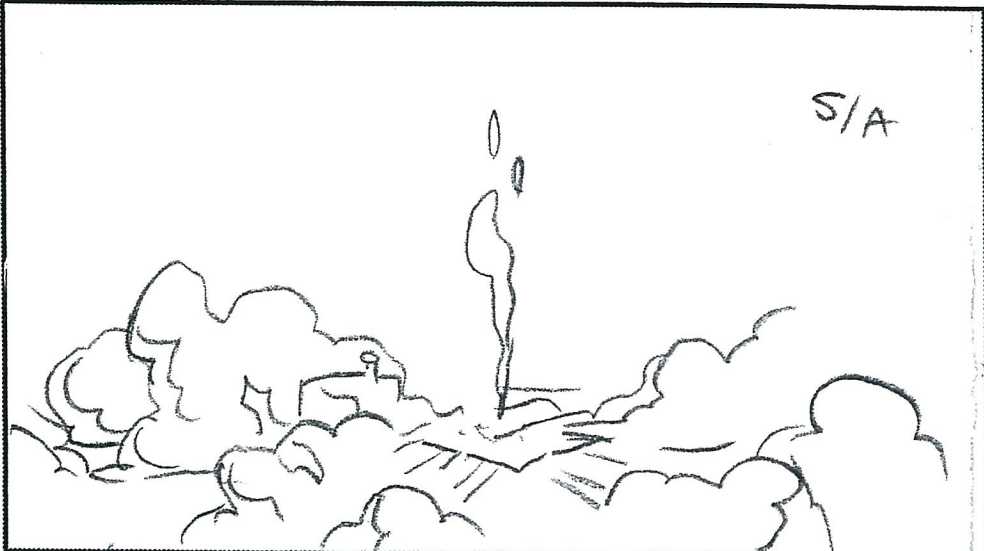
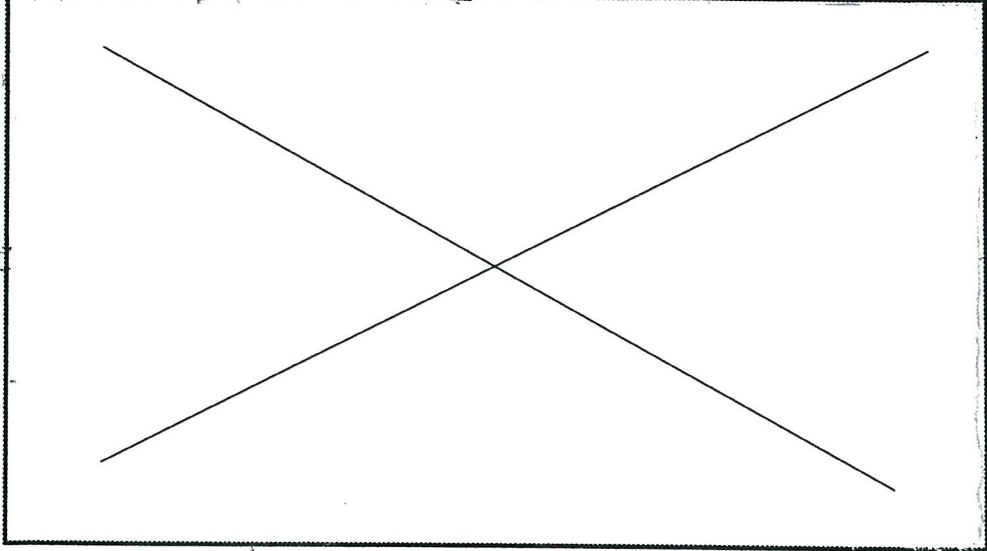
Production:

ADVENTURE TIME



Page 294 C

Sc. Pnl. Bg. day night Sc. 184 Pnl. G Bg. day night



Dialog:	
Action:	
Timing:	

EPISODE # 1034-243

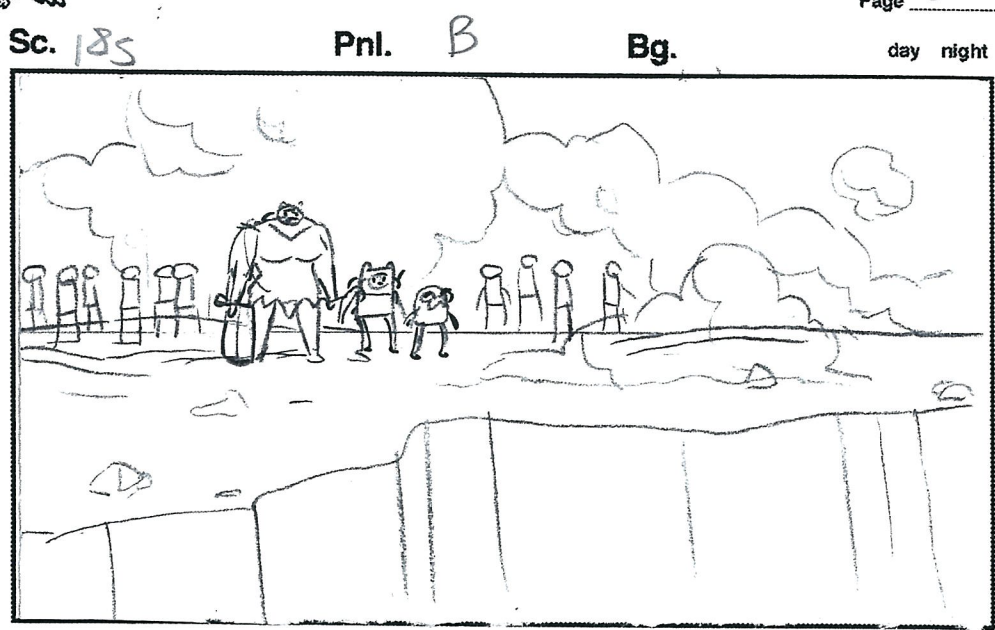
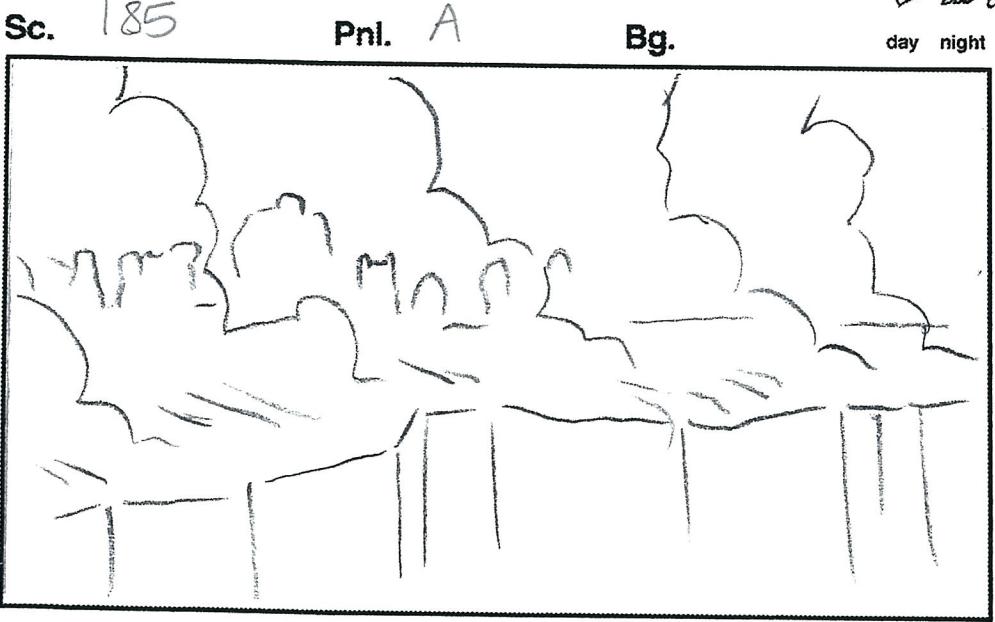
Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 295



Dialog:		
Action:	-DUST CLOUD.	-DUST STARTS CLEARING.
Timing:	SEE NEXT PG. FOR CHAR. CALL OUTS.	

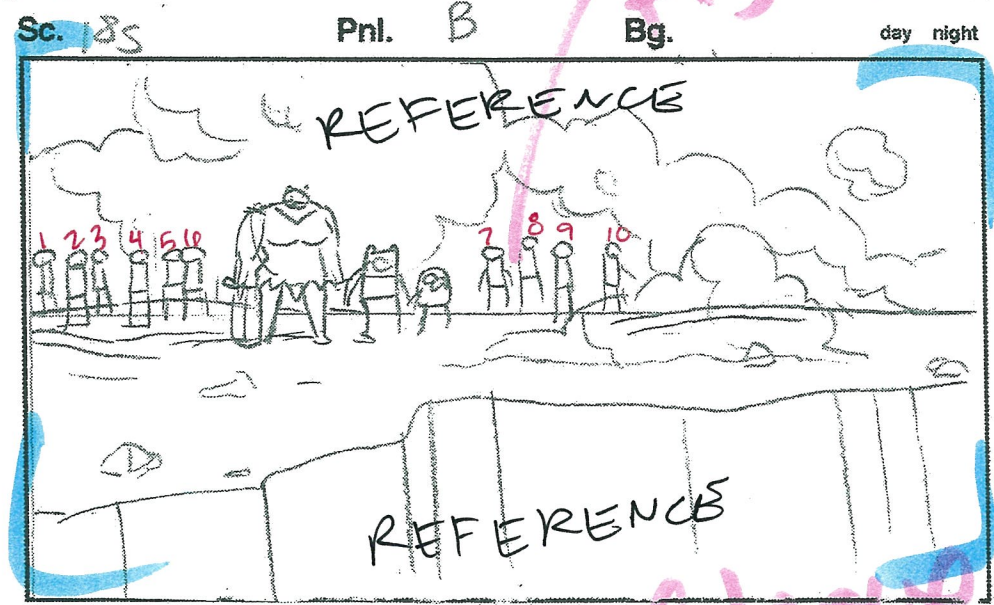
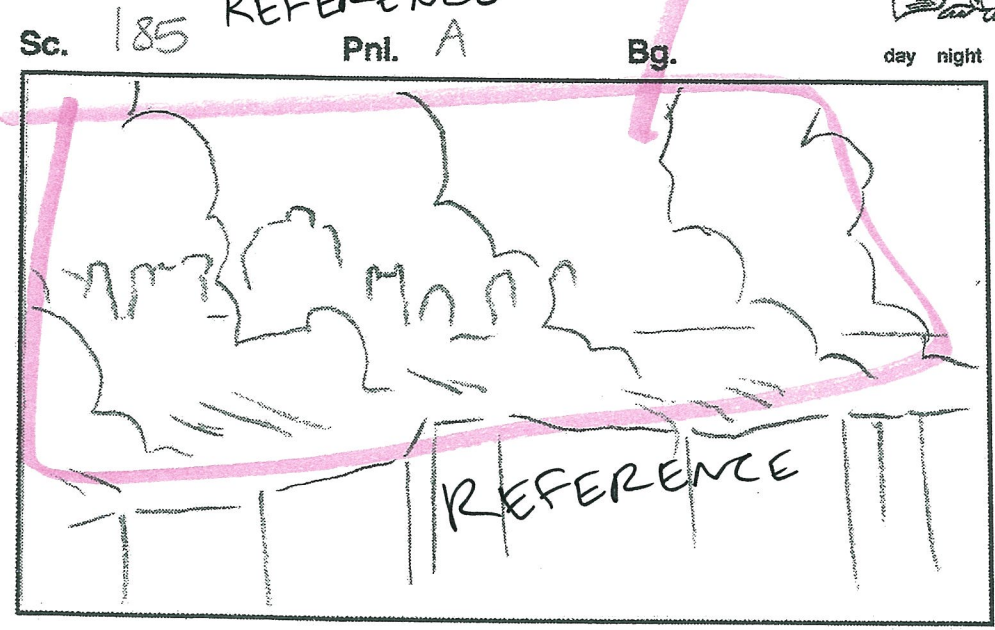
EPISODE # 1034-243
Production:

REFERENCE ONLY

DX dust

P1 u
Hyoomans

ADVENTURE TIME



Dialog:	<ol style="list-style-type: none">1 Pig Hyooman2 dinosaur Hyooman3 Giraffe Hyooman - w/out hat4 Mouse Hyooman5 Duck Hyooman6 Walrus Hyooman	
Action:	-DUST CLOUD.	<ol style="list-style-type: none">7 Panda Hyooman w/out hat8 Lion Hyooman w/out hat9 Snake Hyooman w/out hat10 Alligator Hyooman w/out hat
Timing:		-DUST STARTS CLEARING.

★ Some have hats

★ beginning hyoomans still don't have hats

EPISODE # 1034-243

Production:

ADVENTURE TIME

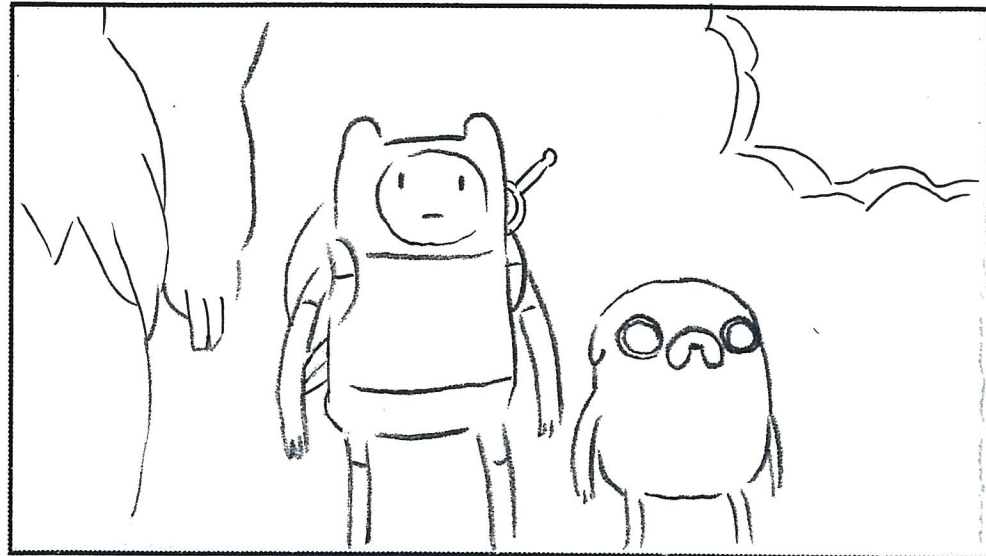


Sc. 186

Pnl. A

Bg.

day night

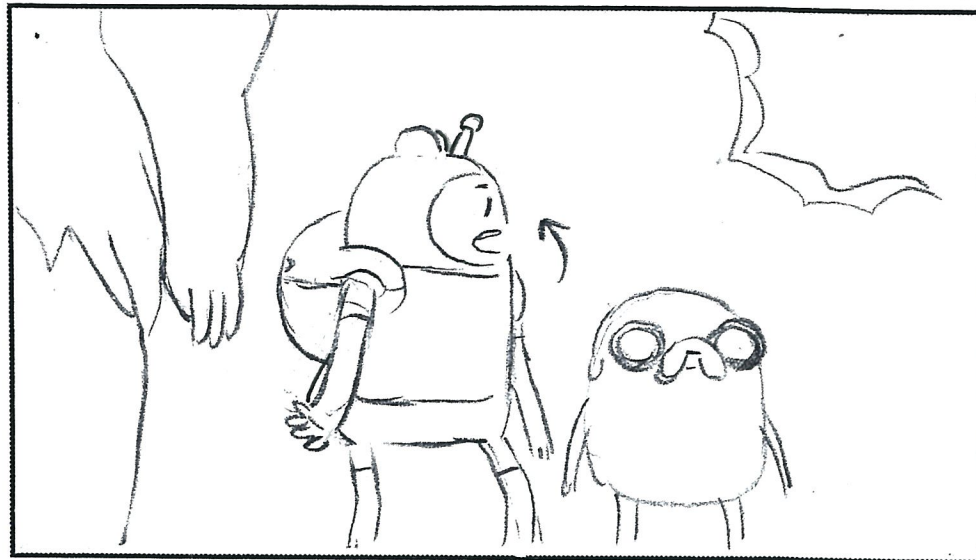


Sc. 186

Pnl. B

Bg.

day night



Dialog:

Ⓕ TIFFANY WILL
BE OKAY MAN.

Action:

Timing:

Page 296

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

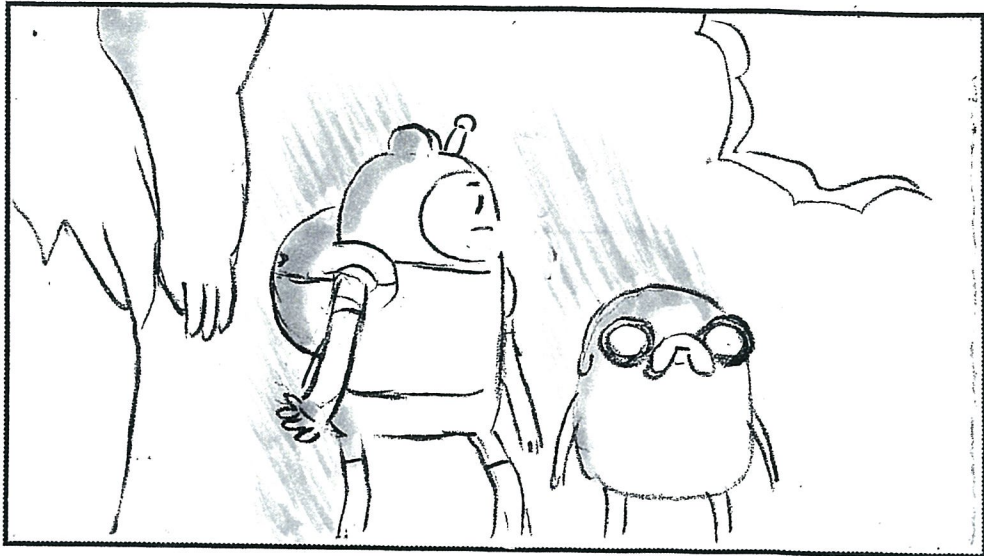


Sc. 186

Pnl. C

Bg.

day night



Sc. 187

Pnl. B

Bg.

day night



Dialog:

SFX: * DISTANT EXPLOSION *

SFX:

BOOM

Action:

-FLASH OF LIGHT/WIND
FROM MOLE.

Timing:

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 298

Sc. 18.7

Pnl. C

Bg.

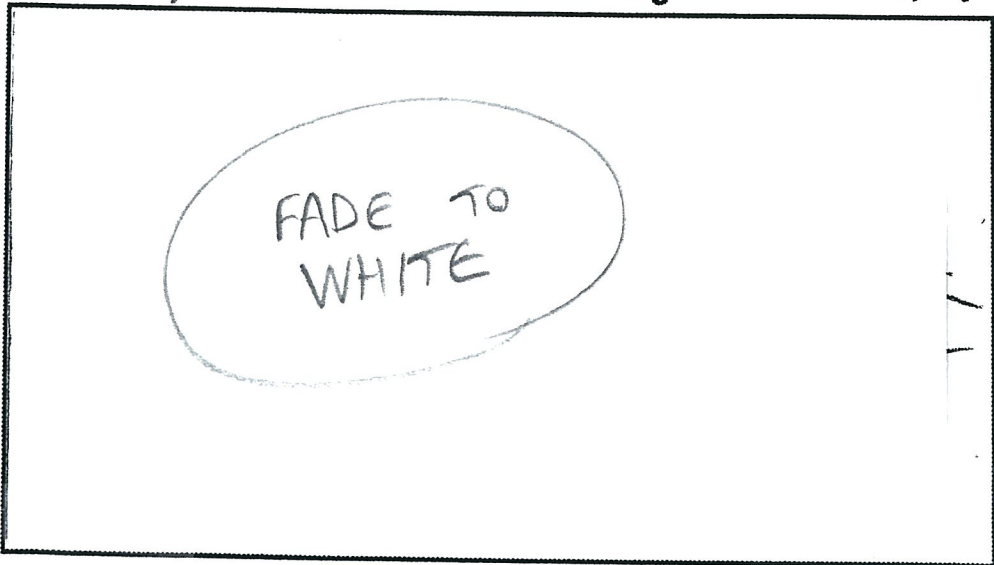
day night

Sc. 18.7

Pnl. D

Bg.

day night



Dialog:

SFX:

MMMM!!!

Action:

- FADE IN, LIGHT SUBSIDES

Timing:

EPISODE # 1034-243

Production:

ADVENTURE TIME

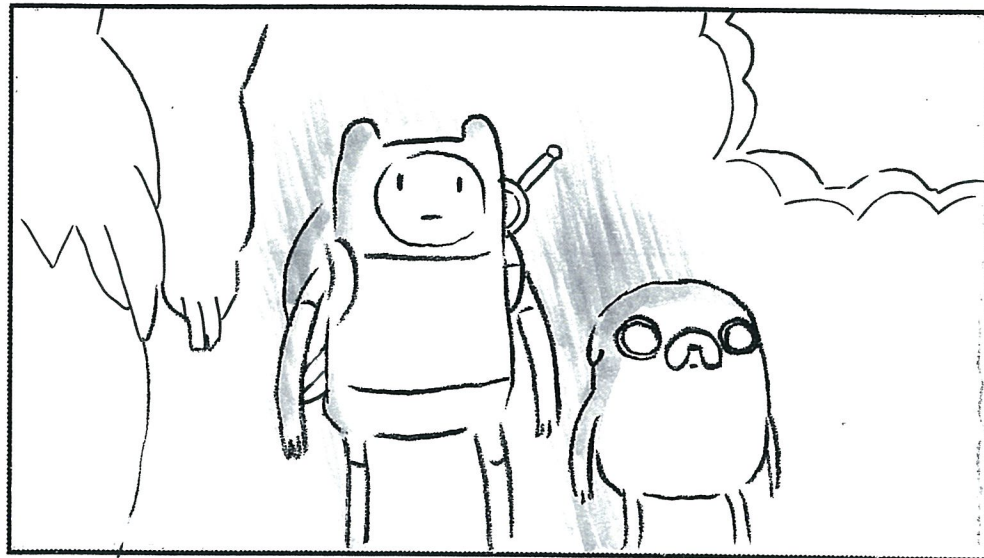


Sc. 188

Pnl. A

Bg.

day night

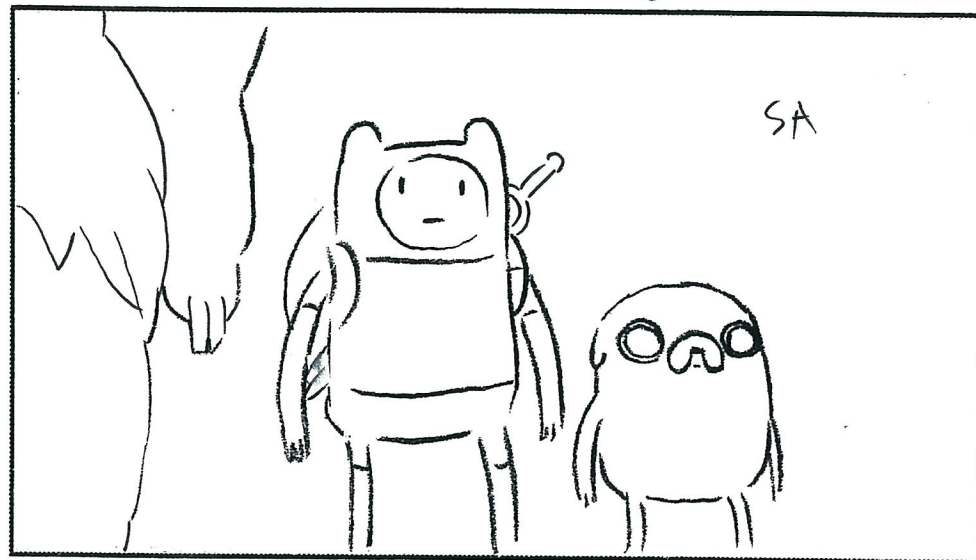


Sc. 188

Pnl. B

Bg.

day night



Dialog:

SFX: *RUMBLING ECHO*

Action:

-GLOW DIES DOWN COMPLETELY.

Timing:

EPISODE # 1034-243

Production:

Page 29.9

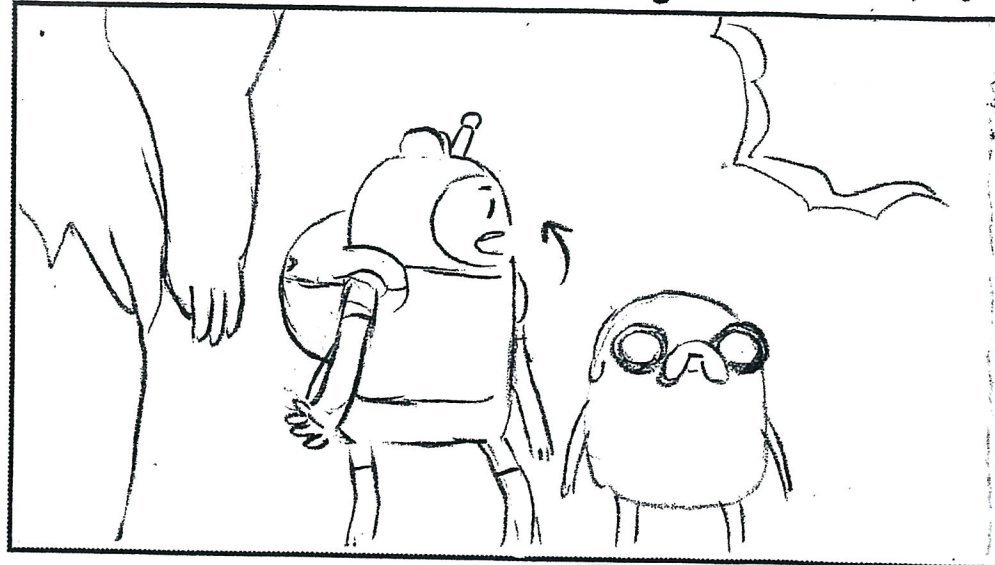
©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

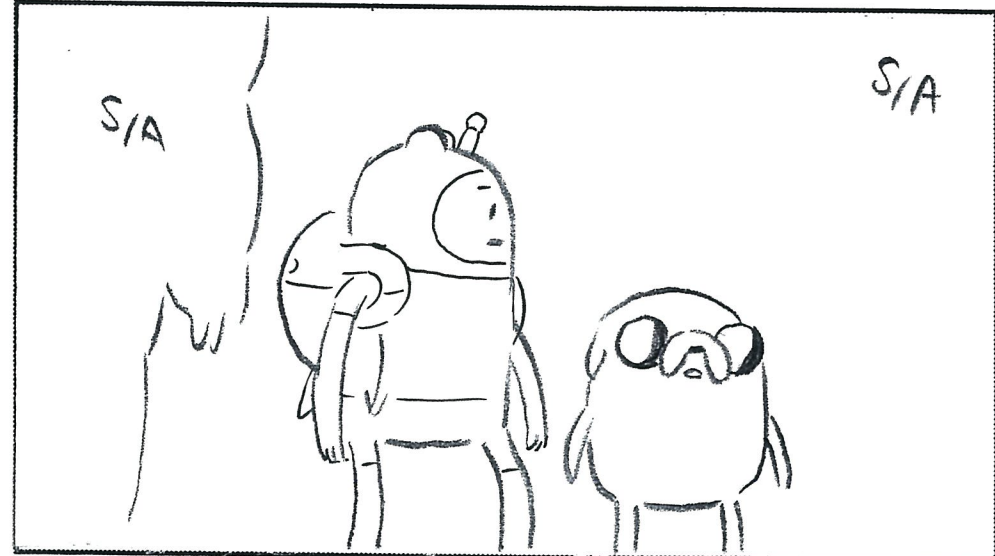


300

Sc. 188 Pnl. C Bg. day night



Sc. 188 Pnl. D Bg. day night



Dialog:	⑦ TIFFANY WILL PROBABLY BE OKAY MAN.	
Action:	- GLOW DIES DOWN	
Timing:		

EPISODE # 1034-243

Production:

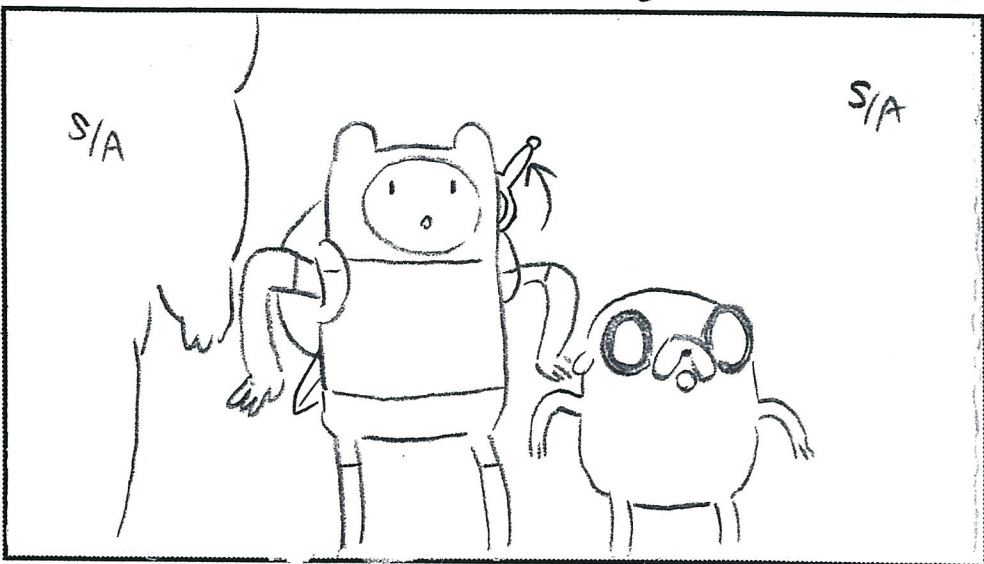
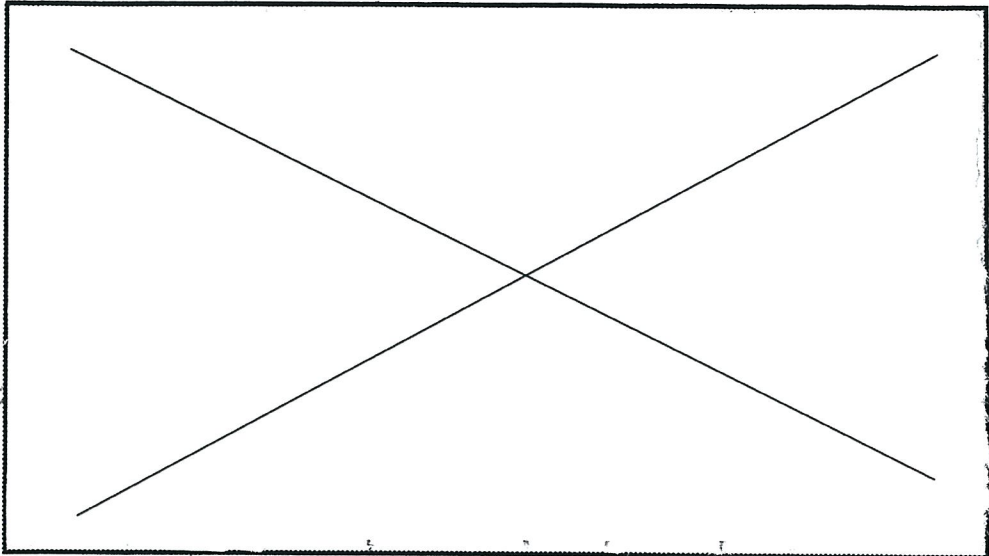
©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



391

Sc. Pnl. Bg. day night Sc. Pnl. Bg. day night



Dialog:	
Action:	
Timing:	

-F+J REACT TO OFF/S RUCKUS

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Page 302

Sc. 189

Pnl.

A

Bg.

day night

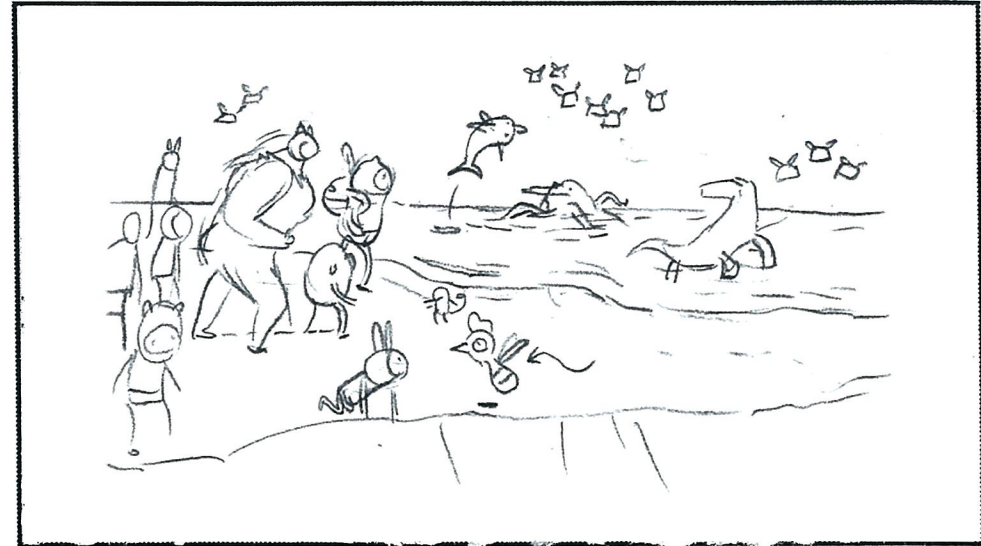
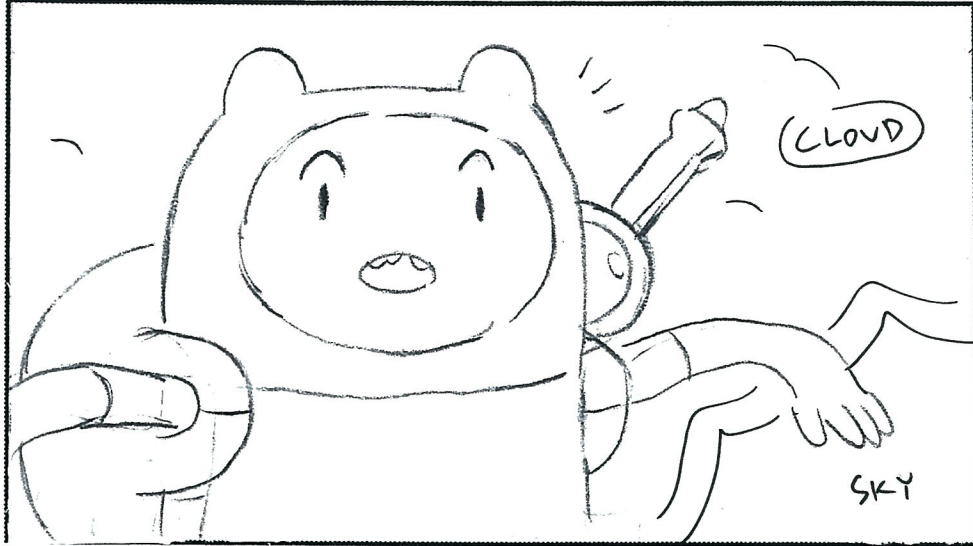
Sc. 190

Pnl.

A

Bg.

day night



Dialog:

(F)

OH SHMOW--

(F)

LOOKS LIKE SOME
OF THE HYBRIDS
BUSTED OUT.

Action:

Timing:

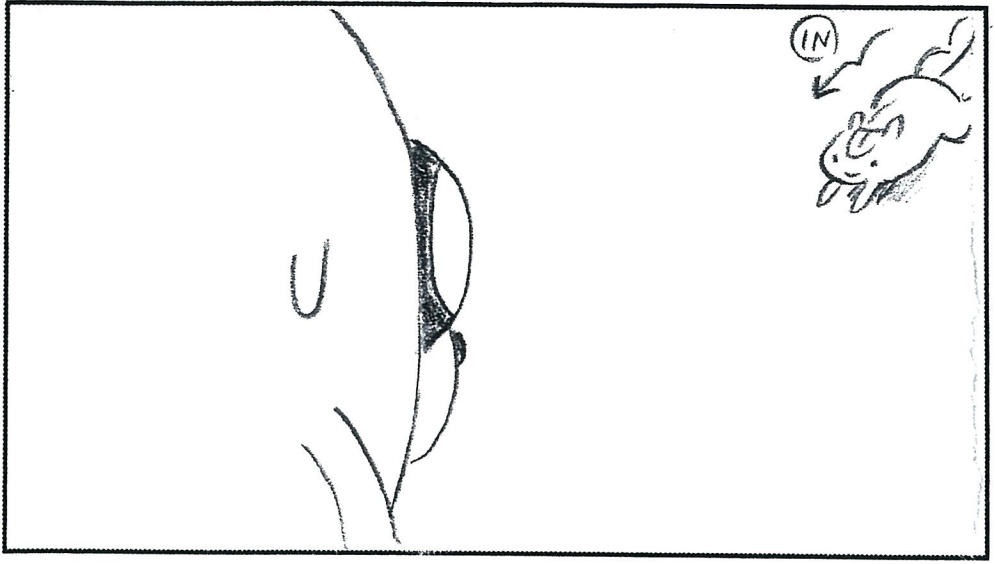
EPISODE # 1034-243

Production:

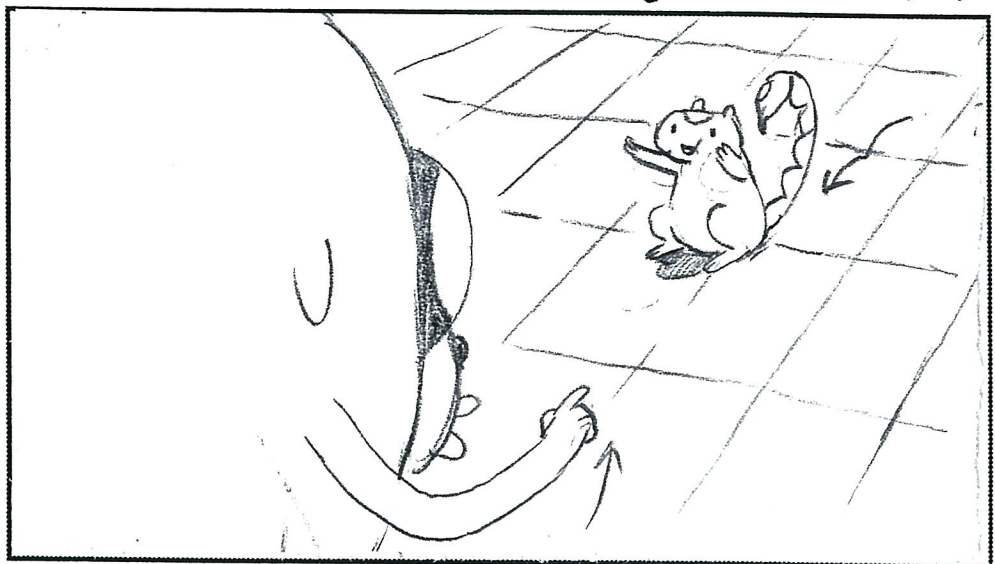
ADVENTURE TIME



Sc. 191 Pnl. A Bg. day night



Sc. 191 Pnl. B Bg. day night



Page 303

Dialog:	
① Hey, SCORP-MUNK!!	
Action:	- SCORP MUNK RUN/S ON/S. - SCORP MUNK DOES HAPPY DANCE
Timing:	

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME



Sc. 192

Pnl. A

Bg.

day night

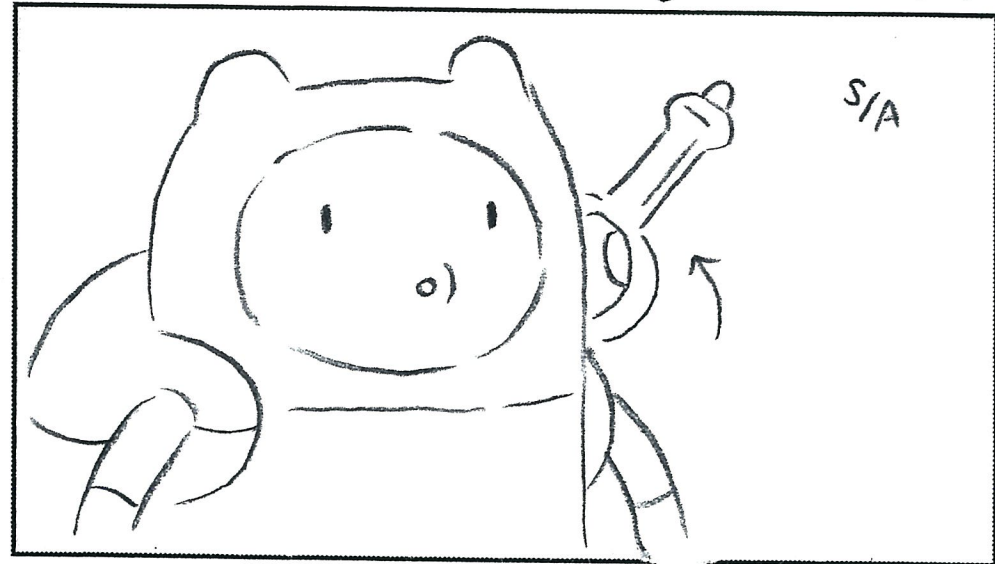
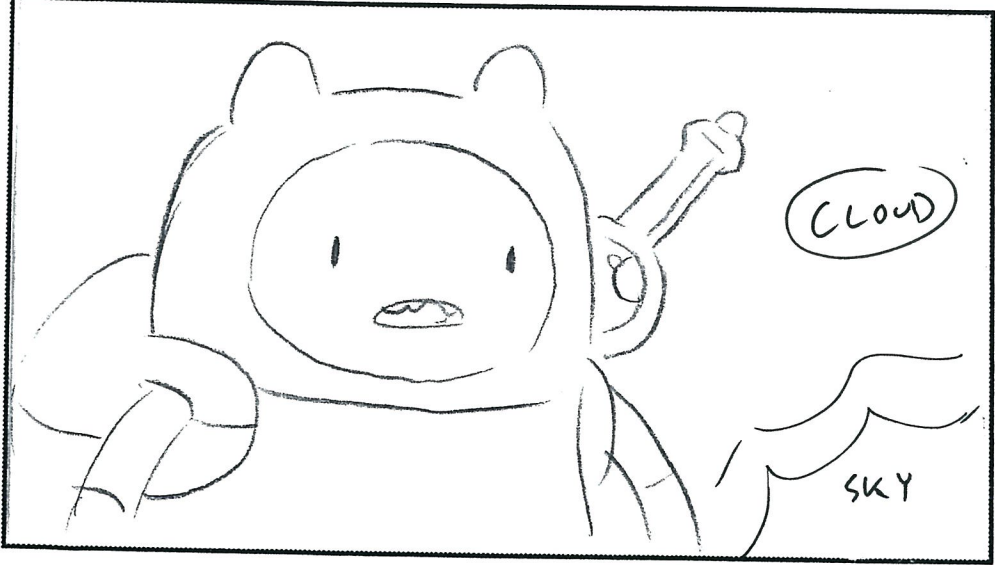
Sc. 192

Pnl. B

Bg.

Page 304

day night



Dialog:	<u>F</u> : HOPE NOTHING TOO <u>BIG</u> GOT LOOSE ...	<u>F</u> : Ooo ...
Action:	<u>SFX</u> : * Giant eel screech	
Timing:		

EPISODE # 1034-243

Production:

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

SHARK MICE

ADVENTURE TIME



Sc. 193

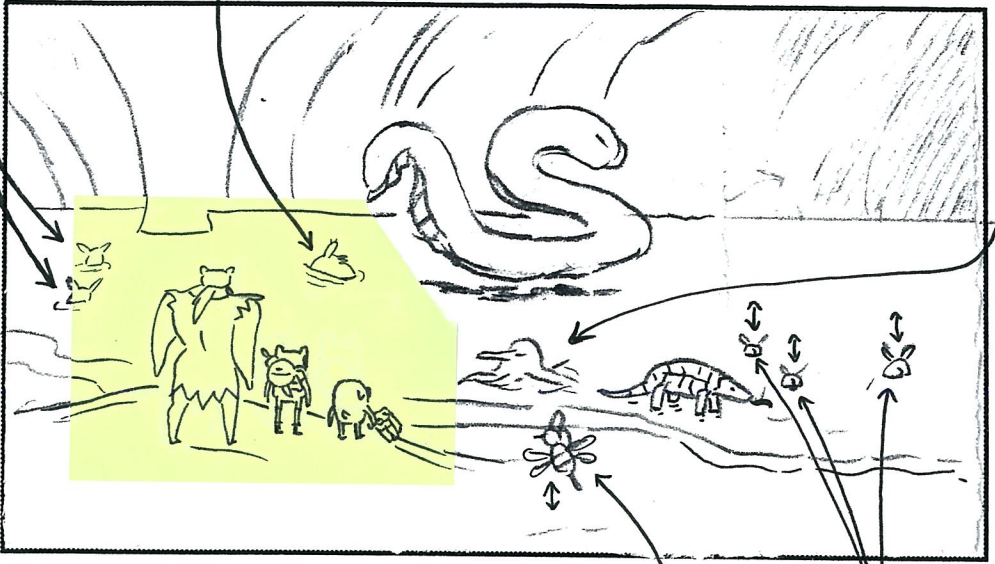
WOLF LARD

Pnl. A

G. SQUID

Bg.

day night



Sc. 193

Pnl. B

Bg.

day night



Dialog:

(F) LIKE THAT GIANT ELECTRO-EEL ...

FLY FLANS

EEL: [ROAR]

Actio

- EEL UNDOULATES ABOVE WATER.

WASP CHICKEN

- EEL TURNS TO ROAR.

Timing:

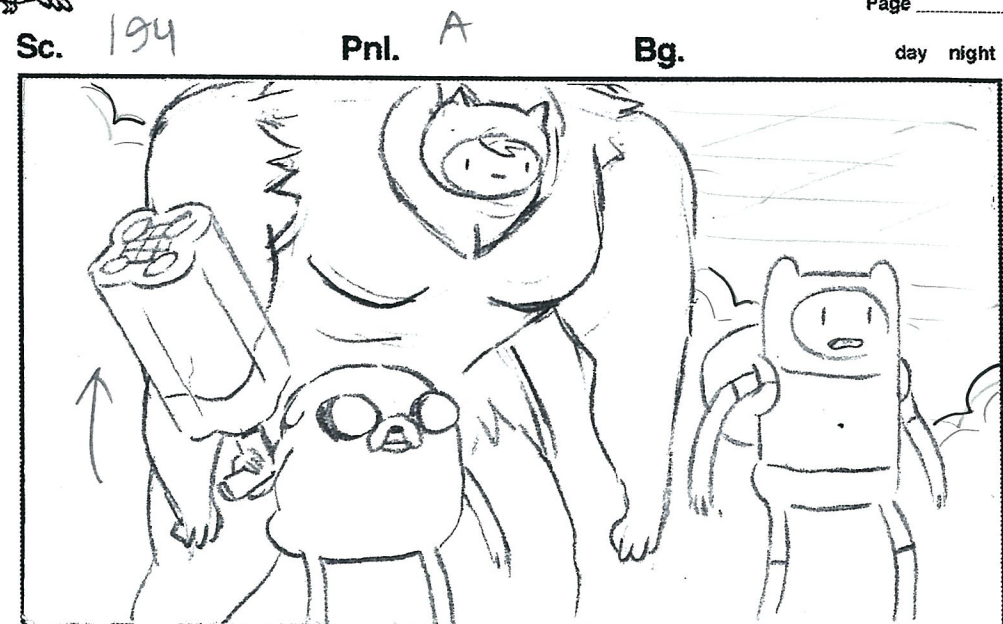
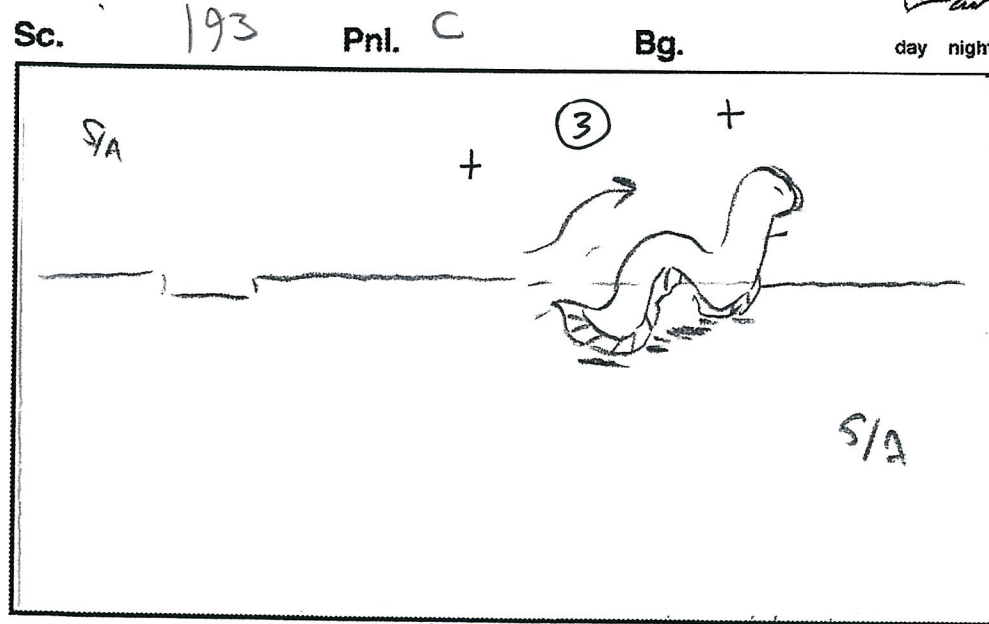
EPISODE # 1034-243

Production:

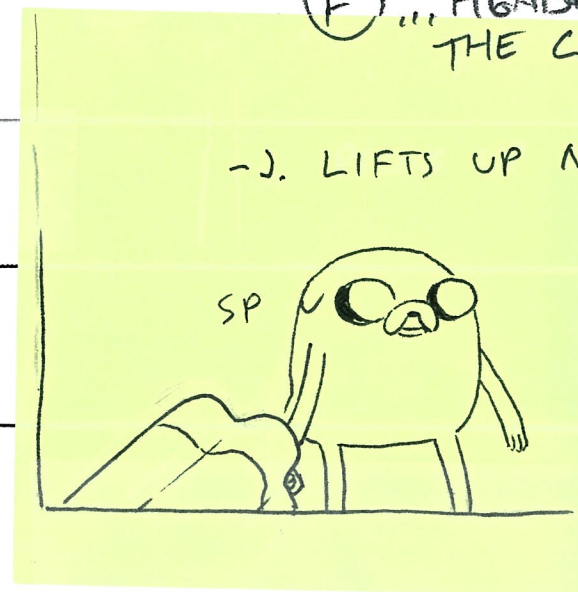
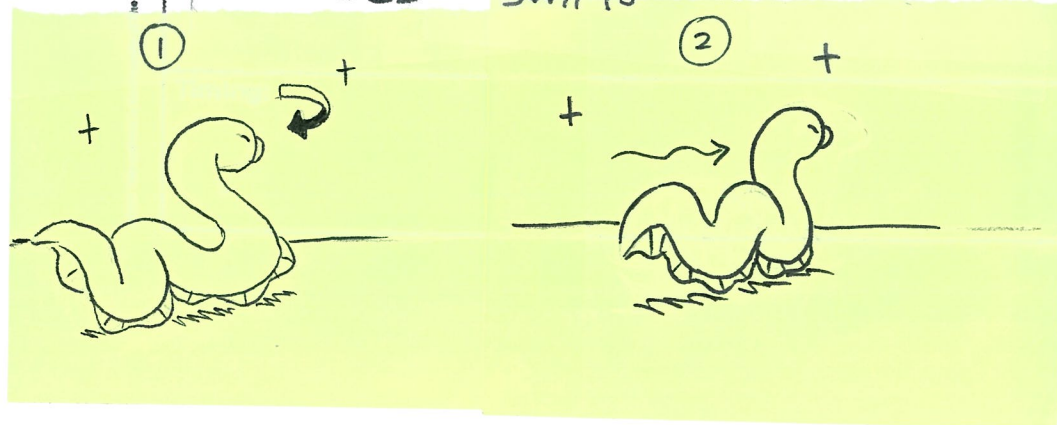
ADVENTURE TIME



Page 306



Dialog:	
A	<p>-EEL "SWIMS" INTO DISTANCE</p> <p>(F) "... HEADED STRAIGHT TOWARDS THE CANDY KINGDOM</p> <p>SFX/ Eel sounds</p> <p>-J. LIFTS UP NET GUN</p>



EPISODE # 1034-243

Production: